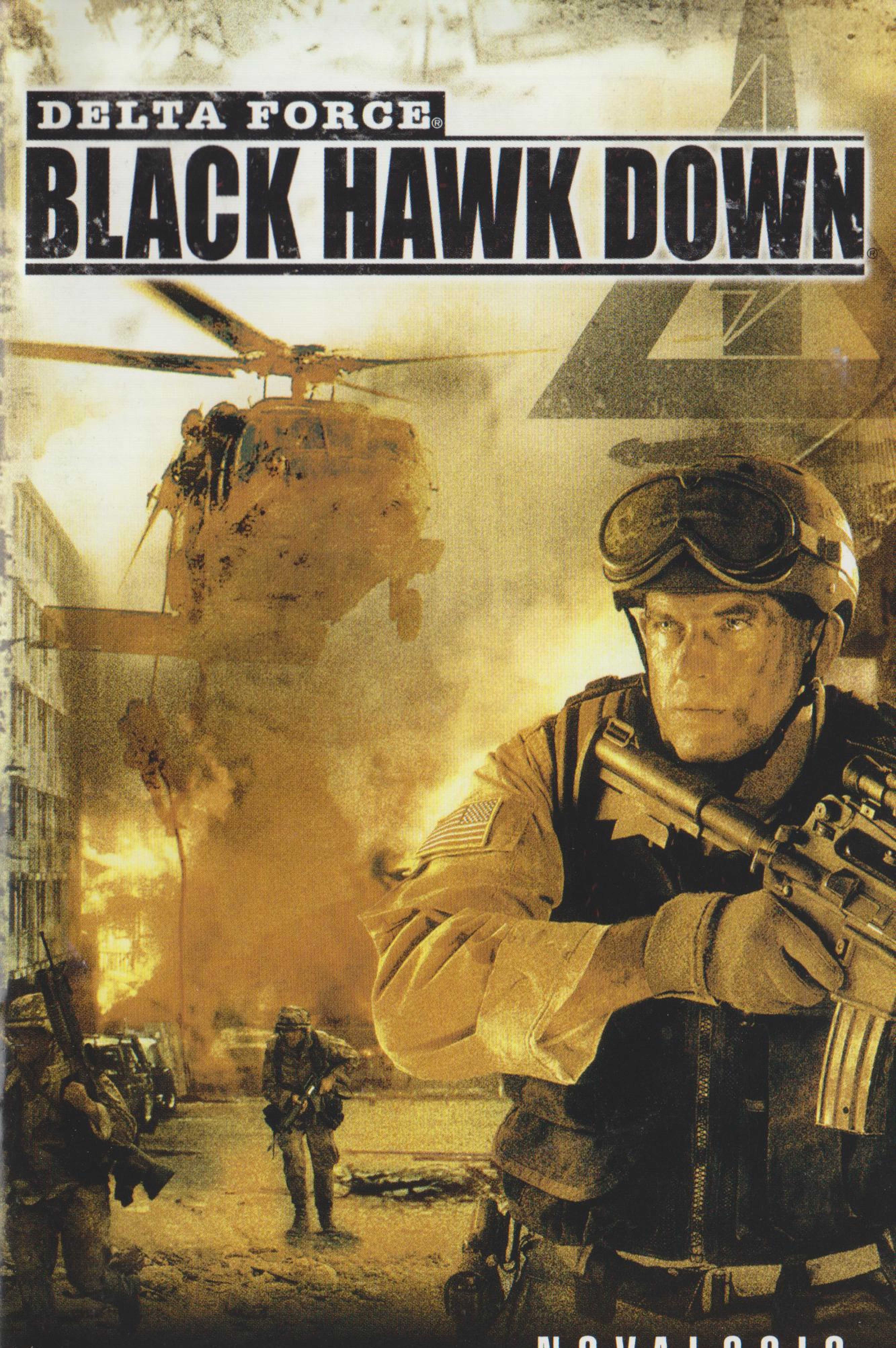
DELTA FORCE®
BLACK HAWK DOWN®



NOVALOGIC®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+ 7+ 12+ 16+ 18+

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-53299

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 95KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2-32 Players

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DELTA FORCE® - BLACK HAWK DOWN®

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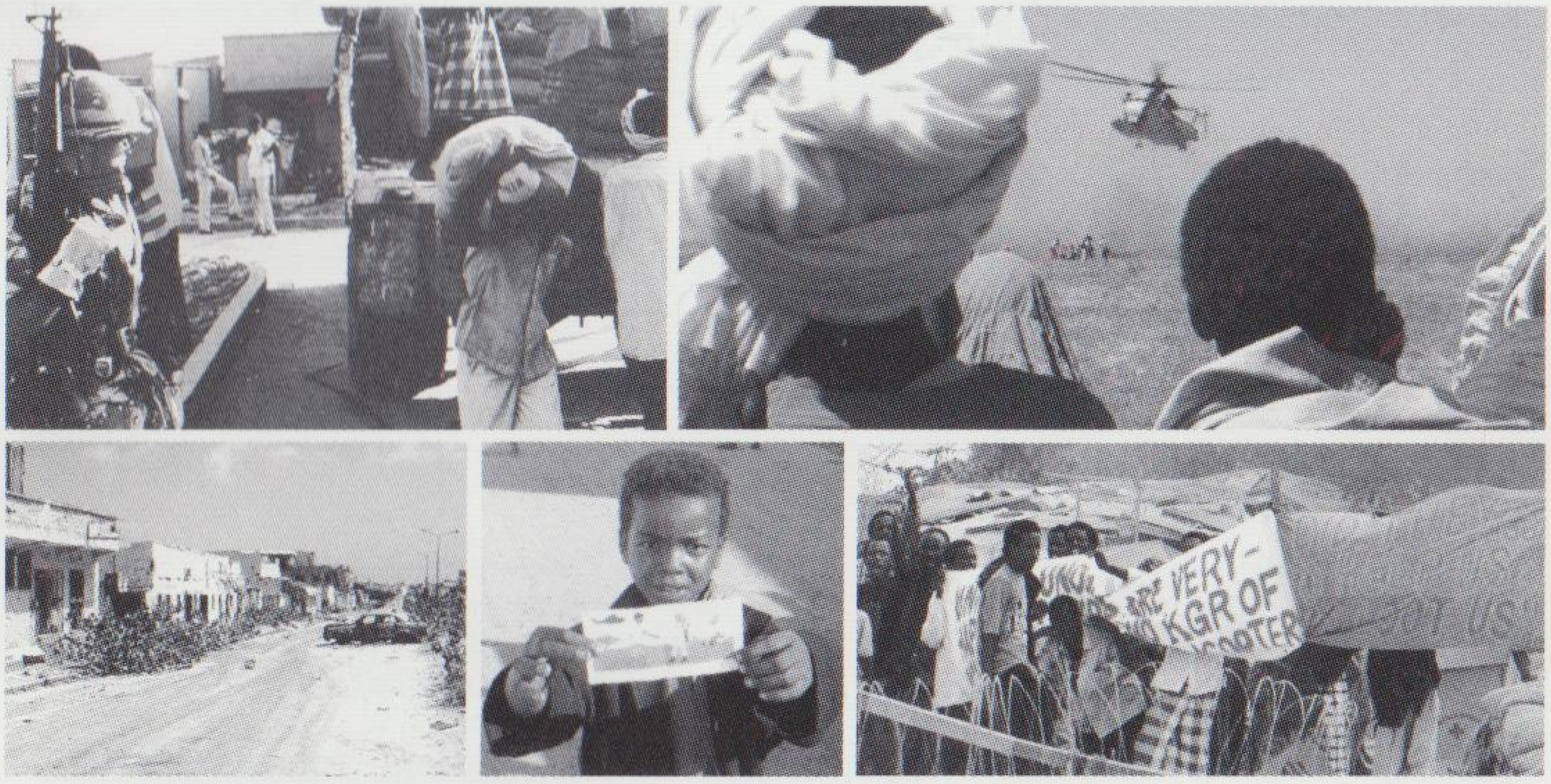

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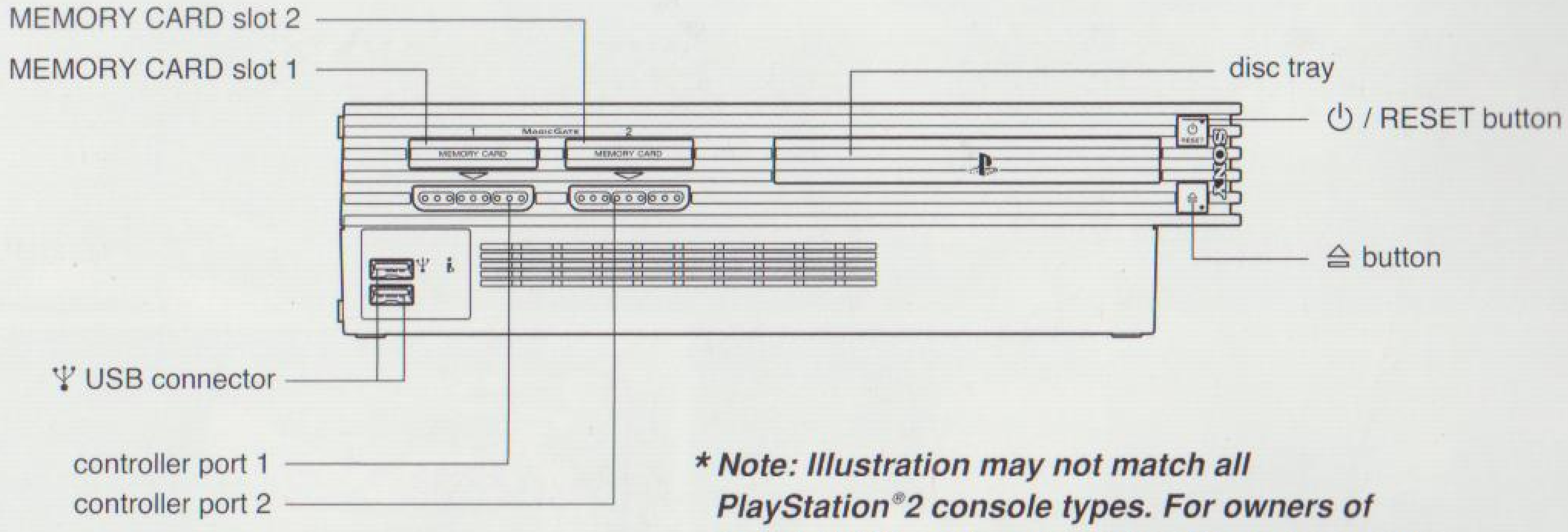
GETTING STARTED

SETTING UP YOUR CONSOLE



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the **DELTA FORCE® – BLACK HAWK DOWN®** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories as appropriate. Select your preferred language from the Consoles internal system configuration. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB) (for PlayStation®2)

It is advised that you do not insert or remove accessories or your memory card (8MB) (PlayStation®2) once the power is on. Make sure there is enough free space on your memory card (8MB) (PlayStation®2) before commencing play.

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your console. You can load saved games from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games. This title auto-loads game data upon boot-up.

ONLINE PLAY

A memory card (8MB) (for PlayStation®2) is required to play **DELTA FORCE® – BLACK HAWK DOWN®** Online. Before playing Online, a valid Your Network Configuration File must be saved to the memory card (8MB) (for PlayStation®2) using the Network Access Disc or from the game via the Edit Network Configuration Option.

SETTING UP YOUR USB HEADSET (OPTIONAL)

The USB headset allows you to issue commands to your teammates during gameplay and to talk with other players in Online modes. This is an optional feature and not required to play the game.

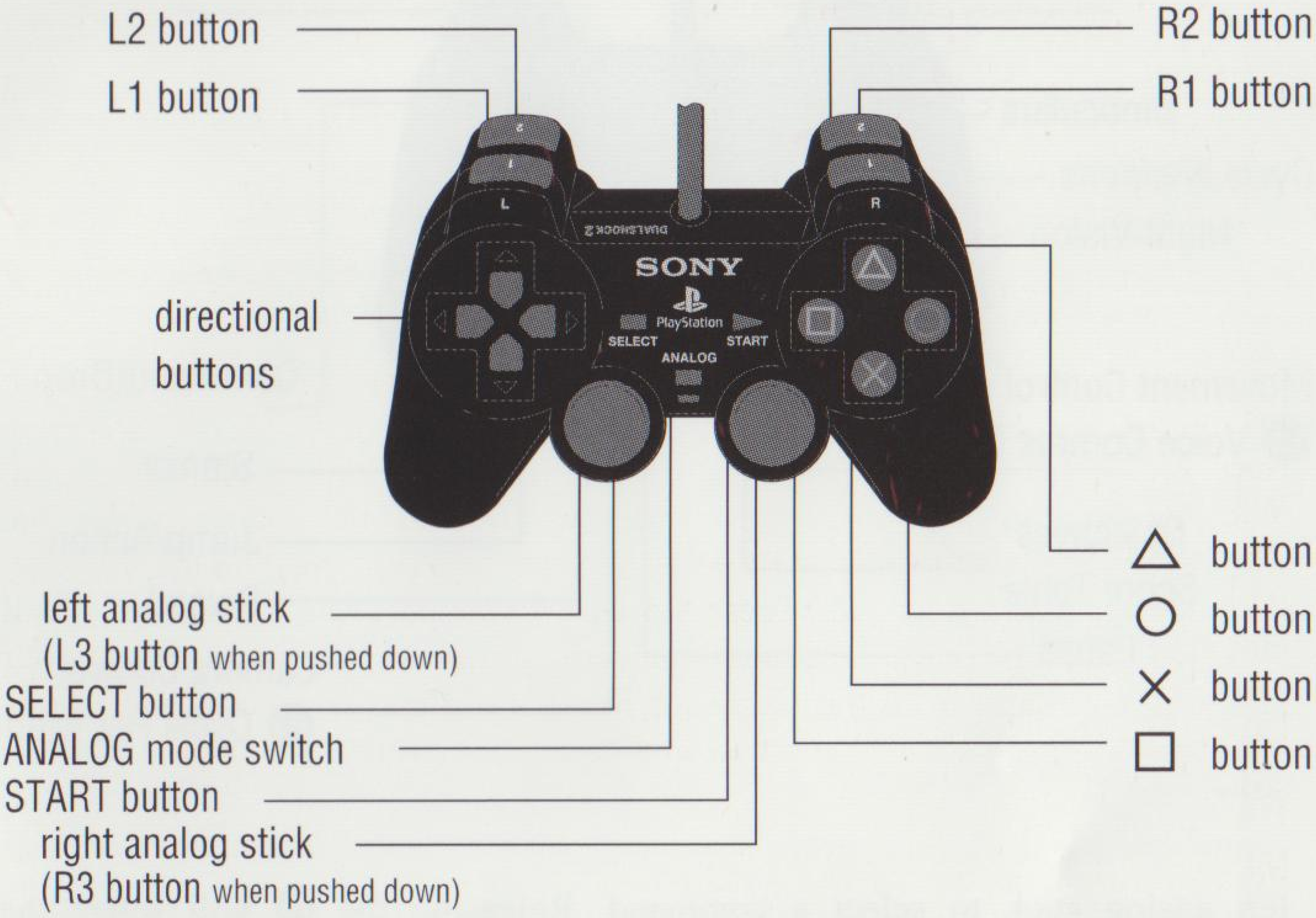
The USB headset connects to either of the USB connectors located on the front of the Console. With the USB symbol facing UP, insert the USB connector of the USB headset into either of the USB connectors.

CONTROLS

USING THE ANALOG CONTROLLER (DUALSHOCK®2)

The digital controller is NOT supported.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS


L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
× button
□ button
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick (R3 button when pushed down)
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2
L
R

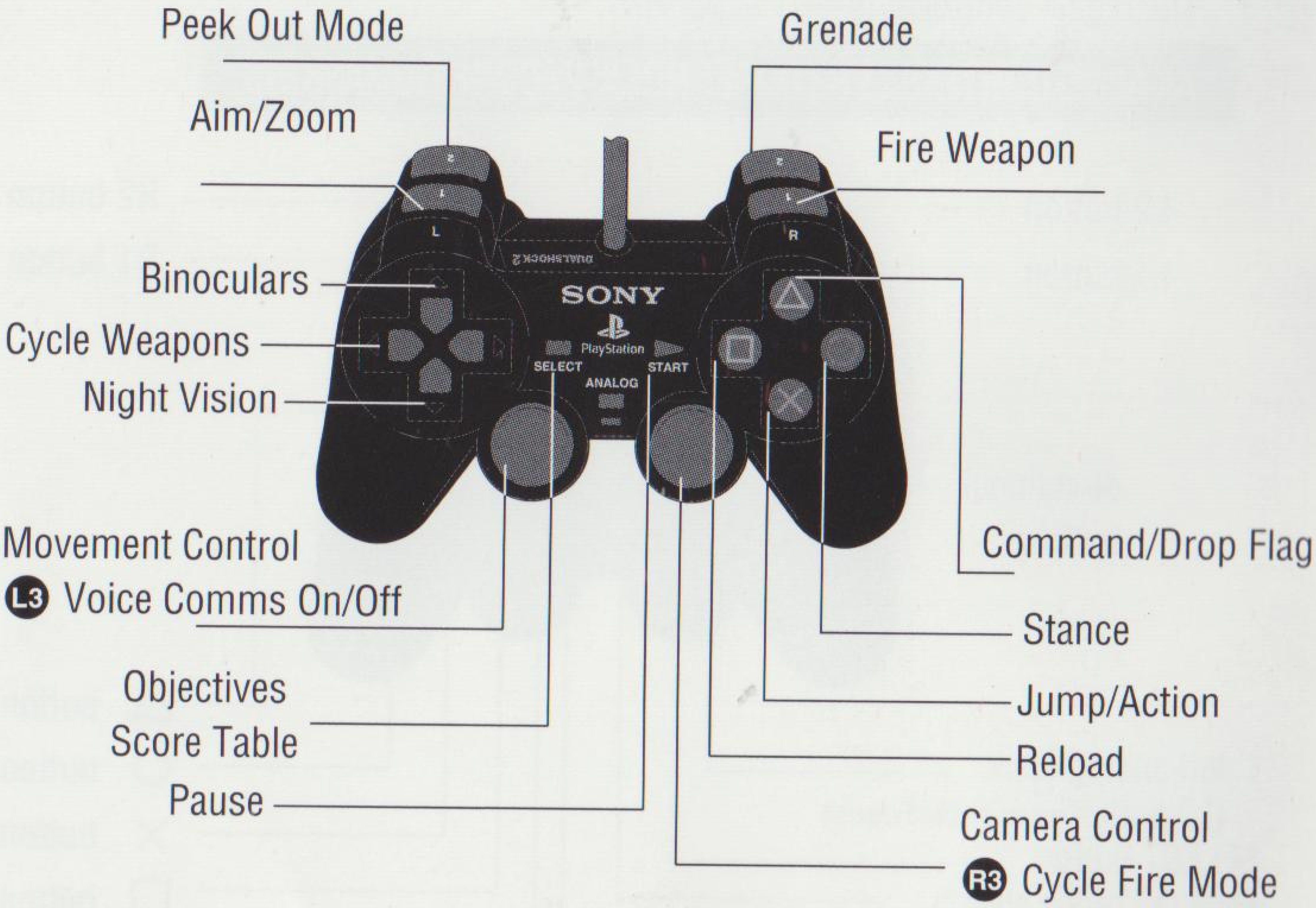
Navigating the Front End Menus

Press the Directional buttons ↑/↓/←/→ or use the left analog stick to navigate the front end Menus. Select an option by pressing ⊗. To return to a previous screen, press △. To change the controller settings, go to the controller options from the main game interface.

Advanced In-Game Controls

Press down R3 to change fire modes. Using semi-automatic mode is ideal when ammo is short or accuracy is vital. Automatic fire is best when the odds are against you.

Hold down L3 to engage voice communications (if USB headset is attached). In single player, this can be used to issue commands to your squad via voice recognition. In multiplayer this is used to communicate with your teammates. Hold down △ to display the command wheel. Use the Directional buttons or


Peek Out Mode
Aim/Zoom
Binoculars
Cycle Weapons
Night Vision
Movement Control
L3 Voice Comms On/Off
Objectives
Score Table
Pause
Grenade
Fire Weapon
Command/Drop Flag
Stance
Jump/Action
Reload
Camera Control
R3 Cycle Fire Mode
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2

left analog stick to select a command. Releasing the △ will select the highlighted command. Hold down R2 to activate the Grenade Menu. When this Menu is active, an action overlay is displayed on screen. This overlay represents the four directional buttons on the analog controller (DUALSHOCK®2). Press the corresponding directional button on the controller to utilize the displayed grenade type. Hold down L2 to activate Peek Mode, then use the left analog stick to peek left and right. When crouched, use up on the left analog stick to peek upwards. Peeking is a great way to fire at enemies while keeping the majority of your body behind cover. Hold down L1 to look down the sights of your weapon. When looking down the sights you will fire with much greater accuracy. If your currently selected weapon has a scope, hold down L1 to look through the weapon's scope. Not all weapons have a scope or sights; these weapons tend to be less accurate.

ONLINE ACTION

CONNECTING OVER THE INTERNET

SETTING UP FOR ONLINE PLAY (OPTIONAL)

Set up your PlayStation®2 computer entertainment system to connect over the Internet. **DELTA FORCE® – BLACK HAWK DOWN®** functions Online only through a broadband (DSL or Cable modem) connection.

A Network Adapter (Ethernet) (for PlayStation®2) is required to play Online. Install the Network Adapter (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

NOTE: By joining an Online session, you must leave the NovaLogic-controlled environment in **Delta Force® – Black Hawk Down®**. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. NovaLogic take no responsibility for the content external to the game itself. **Please read the terms of use for Online play at www.blackhawkdownthegame.com.**

RSA SECURED®

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

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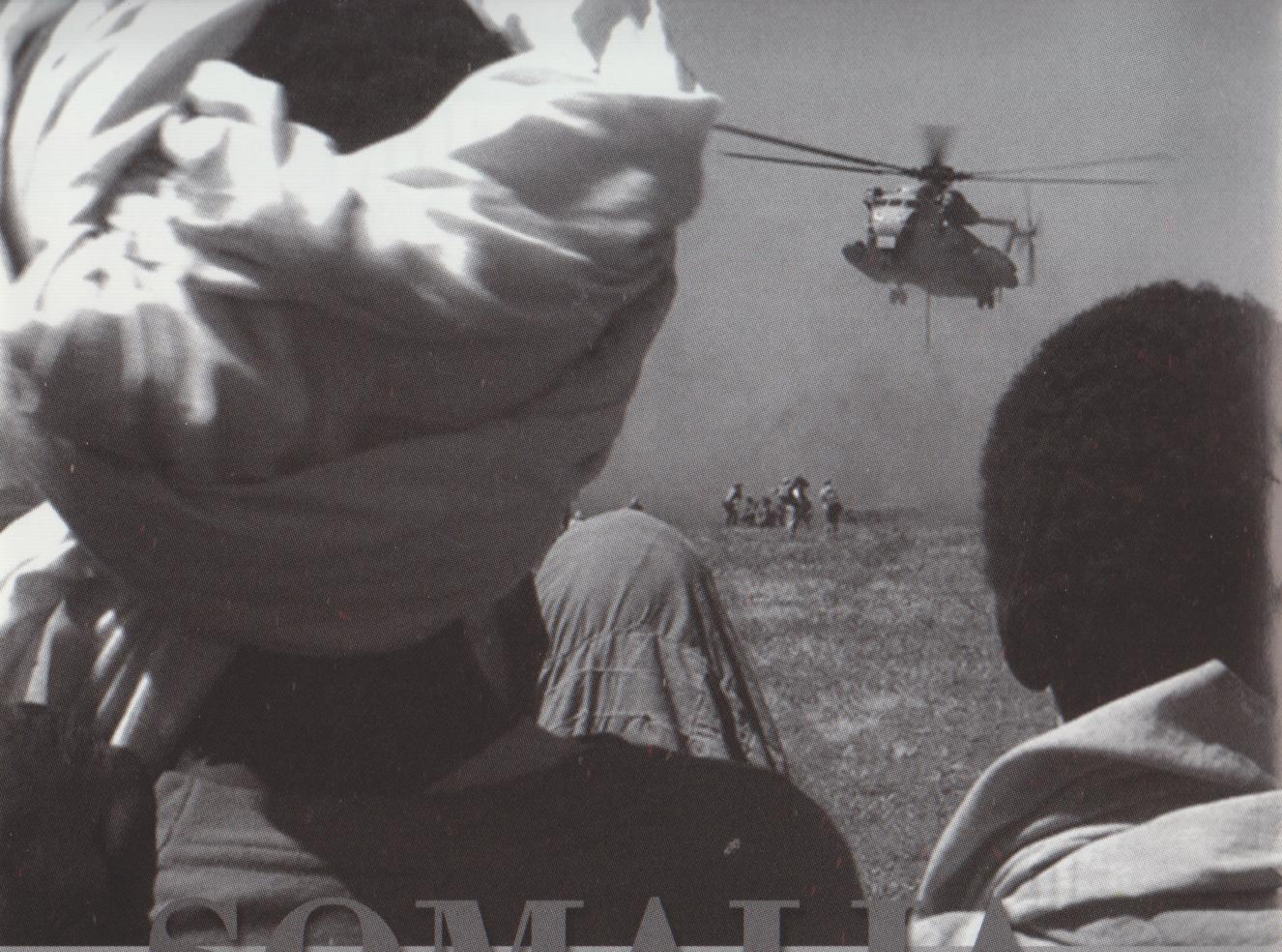


SOMALIA: A TROUBLED HISTORY

Wrapped around the Horn of Africa, Somalia is struggling to become a unified nation after centuries of foreign occupation and internal clan fighting.

Initially populated only by indigenous tribes, Somalia's position astride lucrative trade routes and lack of a cohesive government made it a prime target for foreign control as early as the 6th century.

The first prominent government of the area was the Sultanate of Adel formed by Arab tribes along the Gulf of Aden in the 600's. In the 1500's, the Portuguese dismantled the ruling Arab Sultanate and took control of the northern coastline.

By the end of the 18th century, the region was occupied by the Ottoman Empire to the north and by the Sultan of Zanzibar to the south.

Following the construction of the Suez Canal in 1869, Somalia came under control of England in the north and Italy in the south. Both nations would have a lasting impact on the people and landscape of Somalia. The southern region, known as Italian Somaliland, saw the Italian language, architecture, and food become staples in their society.

Independence and Revolutions

It was not until a United Nations mandate in 1960 that the Republic of Somalia was officially born. The celebration was to be short-lived as only nine years later General Siad Barre would lead a military revolt to take control of the fledgling nation. The suspension of the constitution and dissolution of Parliament were some of the first orders carried out by his regime.

Initially Barre's rule was backed by the Soviet government as he attempted to modernize the country. Some reforms were enacted, but growing corruption, inefficiency, and bloody suppression of opposing factions overshadowed any progress.

Following an unsuccessful Somali invasion of the Ogaden region of Ethiopia (populated by ethnic Somali,) Barre lost the backing of the Soviets who decided to aid the newly installed Ethiopian regime instead. Barre then turned to the United States for support. The U.S. and Soviets were well entrenched in the Cold War by this point, and the U.S. government was more than willing to ally with Barre in exchange for strategic military bases in the region.

Over time, the opposition to Barre and his brutal suppression of dissident groups rose. After years of bloody civil wars, Barre was forced to flee the country on 27 January, 1991.

None of the opposition forces were able to fill the power vacuum and the Somali government collapsed. Amidst the chaos, rival clans fought for power and the capital city of Mogadishu was split by factional boundaries.

Famine, Warlords and the UN

By the end of the Siad Barre regime, Somalia had already endured years of famine caused by natural disasters and the continual fighting that made it impossible to plant crops. Humanitarian groups estimated that between January 1991 and January 1992 over 300,000 Somali died from starvation and 50,000 from factional in-fighting.

In view of these massive losses, and despite continued fighting among the numerous armed clans in Somalia, the UN embarked on a series of missions to alleviate the famine and bring security to the region. The first phase of the operation, UNOSOM (United Nations Operation: Somalia), began in April of 1992, and was supported by numerous UN member nations, including the United States. The U.S. dubbed their contribution to the mission "Operation Provide Relief".

The humanitarian mission was immediately hampered by general lawlessness, looting and multiple ruling factions throughout the country. The UN claimed that it had more than enough relief supplies, but was unable to get them to the areas where they were needed.

To combat the armed militias and to provide security for the UN personnel, the United Task Force (UNITAF) was assembled. Approved by President George H. W. Bush just weeks before leaving office, UNITAF was deployed with 28,000 U.S. troops and 9,000 more from other UN member countries.

Given the U.S. name of "Operation Restore Hope", UNITAF was considered a separate mission in Somalia and operated in concert with UNOSOM forces. It was planned from the beginning to be a temporary mission to restore order in the region.

On 4 May, 1993, UNITAF began the scheduled reduction of its force and merged with the newly formed UNOSOM II. Command of the remaining troops was passed to UN control. The United States' contribution to UNOSOM II was called "Operation Continue Hope."

5 June, 1993

Though many clans in Somalia welcomed UN intervention, mistrust still gripped a few others who refused to sign onto a widely accepted cease-fire agreement. Some clans used starvation of their opponents as a weapon and saw the UN as a threat to their power base.

This mistrust became more than evident when 24 Pakistanis delivering food were ambushed and killed by armed clan members on 5 June, 1993. The UN was shocked and an investigation determined that it was troops loyal to General Aidid and his Mogadishu based Habr Gedir clan militia that were responsible.

The UN declared Aidid the biggest obstacle to peace in the region. The U.S. and President Bill Clinton concurred and deployed Task Force Ranger (TFR) to arrest Aidid.

(top)Somalis wait outside the Bangladesh Army compound to try to obtain a day's work. The Bangladeshis operate a food-for-work program during their support for UNOSOM II.

(middle) A Somali man handing out a mixture of corn and beans to a small child at one of the food distribution points in Belet Huen, Somalia. (below) Somali civilians watch, US Marines walk single file down a small alley in Somalia's Bakara Market.

Task Force Ranger deployed to Somalia on 22 August, 1993 and was made up of Soldiers from Army Rangers, 160th Special Operations Aviation Regiment and Delta Force. The 10th Mountain Division was to act as a Quick Reaction Force if needed since they were already deployed to the region. TFR was under United States command and was considered a separate entity from the UN mission.

TFR undertook seven missions in Somalia. The seventh, on 3 October, 1993, is the one that made all the papers. During a daylight mission to capture two of Aidid's lieutenants, two U.S. helicopters were shot down and 18 American Soldiers were killed. On the Somali side it is estimated that 500 to 1000, mostly from the Habr Gedir clan, were killed.

The public relations fallout from the casualties led President Clinton to reverse his original policy. Under great political pressure, he ended the mission.

Though Aidid requested a cease-fire agreement, it was not pursued. Instead, Task Force Ranger was recalled within days. All remaining U.S. troops were to leave the region within months. UNOSOM II forces remained, but without continued U.S. support, the mission was scrubbed by March of 1995.

Aftermath

That battle still resonates in both countries today. Many Somali, especially those affiliated with the Habr Gedir clan, see it, despite their heavy losses, as a national victory that forced the U.S out of their country and gave them a sense of justice they felt they were owed.

In the U.S. there are competing views. Some who focus only on the loss of American lives characterize it as a defeat. Others, especially the Soldiers who were there, say that it was a successful operation that fulfilled the mission objectives to capture Aidid's lieutenants.

The fact that only 18 of the U.S. Soldiers caught up in the battle were killed is a testament to their training and fortitude. These men avoid casualties, but are prepared for them.

The Present and Future of Somalia

Today, there is still no functioning central government and the various clans that fought for power in the past still clash. Many of the figures that played a role in the events of 1993 are still around, though some fight for different factions than they did during that time.

As in recent history, it is the clans that seem to be standing in the way of a unified Somalia. None are willing to cede their hard fought control.

Visitors to the country, especially to the capital, are encouraged to hire their own escort of gunmen to protect them from possible kidnappings or robberies.

Fortunately, the fighting between clans does not define all of the people of Somalia. Whereas the clans often consolidate power and struggle to stay on top, most Somalis simply try to live their lives.

Still, there are signs of progress. The various factions are slowly making their way towards agreements on a government. Somalis living overseas are propping up the economy by sending currency to their families.

Somalia has also managed to put together a remarkable phone system utilizing fixed lines, short-wave radios and cell phones. Even the most remote township can now call anywhere in the world for about $1 a minute and get quotes for the cheapest rate.

Individuals are stepping forward to start community services such as water taps and schools. Many claim that a lack of government provides them with opportunity. Perhaps it will take many more years, but the Somali people are determined to survive and build a country of their own.

(top)A long shot of an abandoned Mogadishu Street known as the "Green Line". Foliage has grown up along the sidewalk on both sides of the street. An abandoned, burned out car is seen in the center of the frame. The street is the dividing line between North and South Mogadishu, and the warring clans. Members of the clans (not shown) tore down the roadblocks along the line in a show of unity.

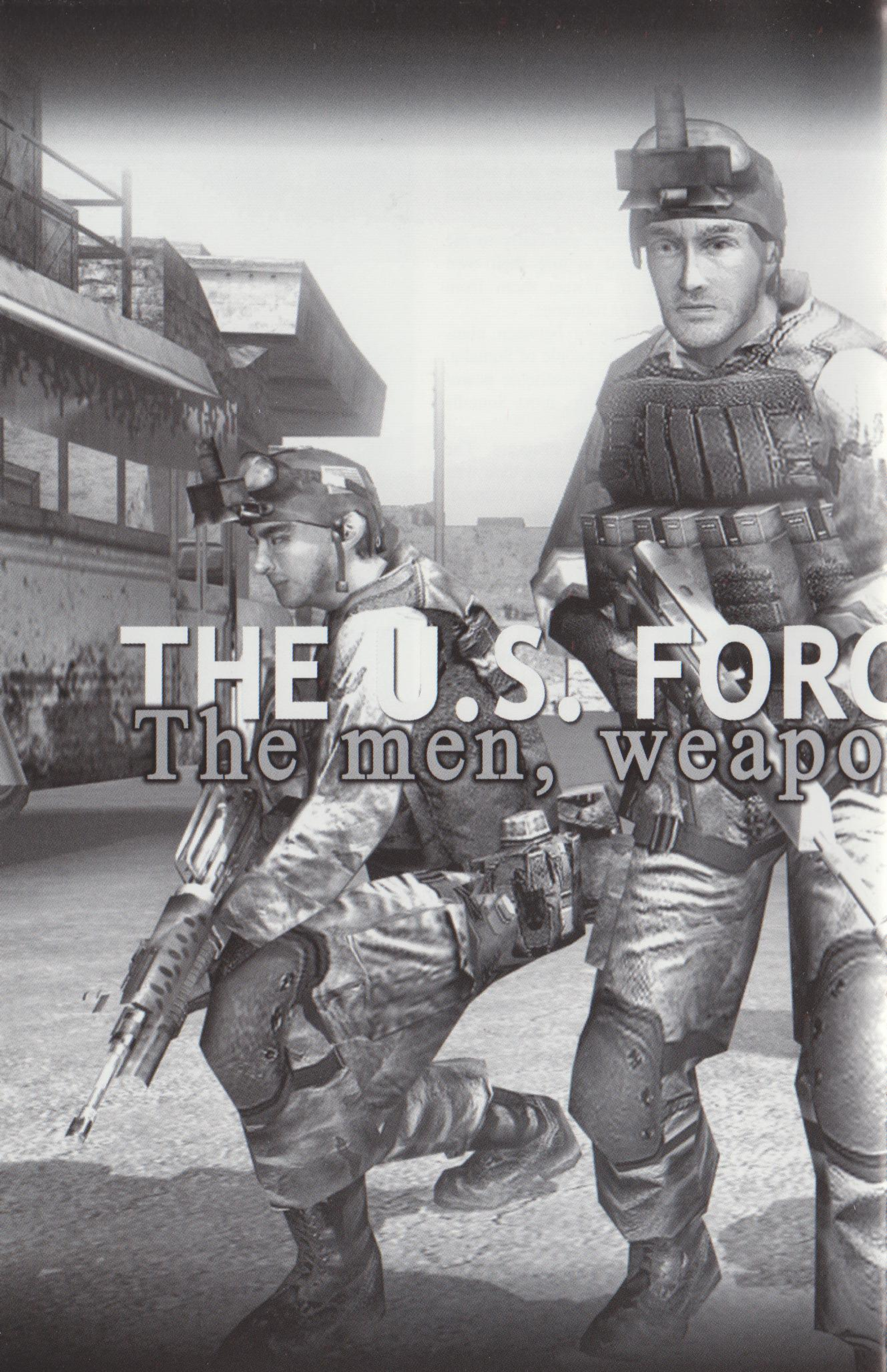
(middle) US Navy Hospitalman 2nd Class James Brown (right) applies topical ointment to the arm of a Somali infant.

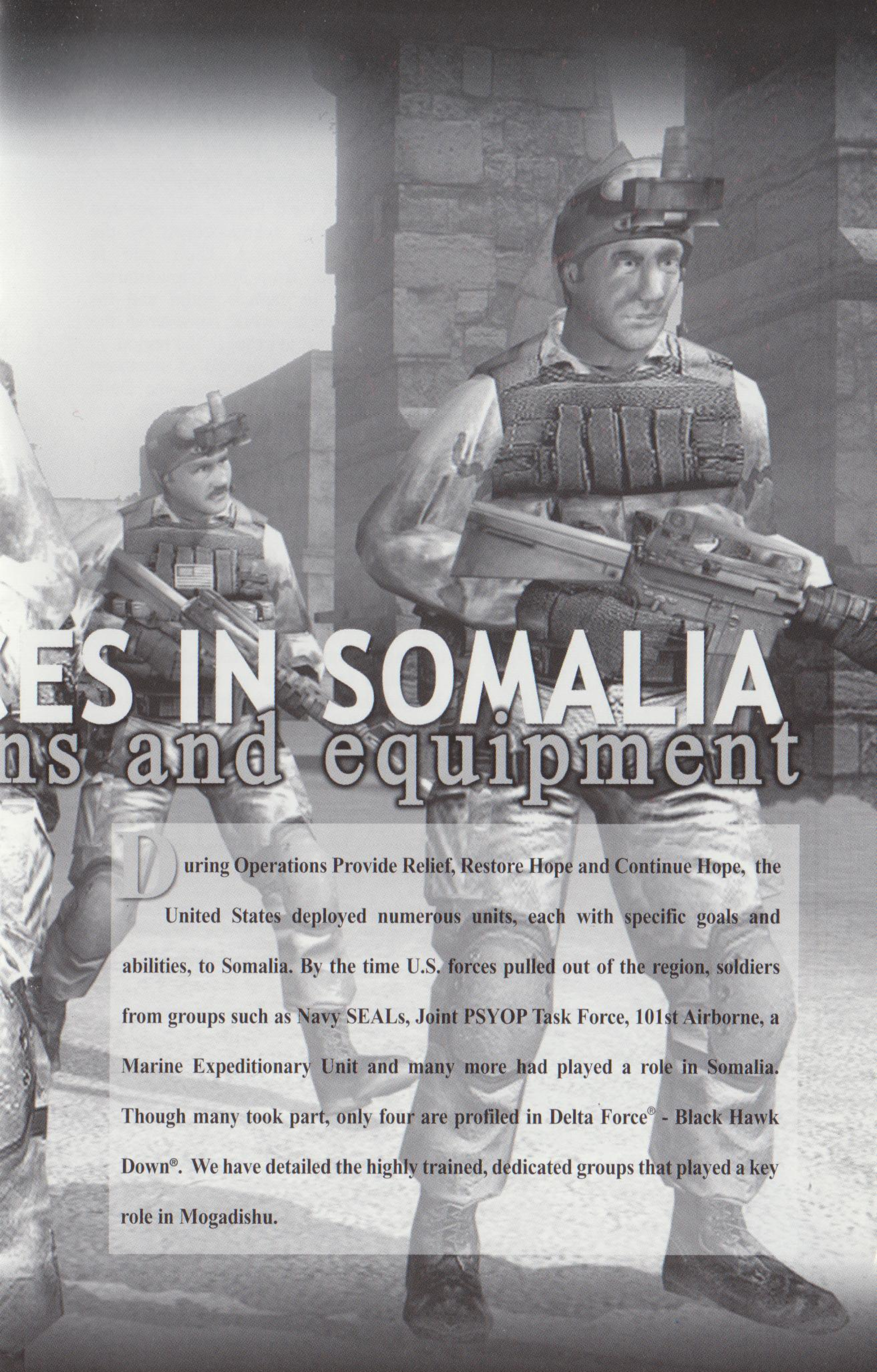
البنك المركزي الصومالي
20
SOMALI SHILLINGS
BANKIGA DHEXE EE SOOMAALIYA
20 SHILLINGS
242416
20 SHILIN
20
SHILIN SOOMAALI
D043
20 SHILLINGS
MUQDISHO 1983
20 SHILIN

The Somali shilling is of little value due to rampant forgery and lack of government backing.

THE U.S. FORC

The men, weapo





ES IN SOMALIA

ns and equipment

During Operations Provide Relief, Restore Hope and Continue Hope, the United States deployed numerous units, each with specific goals and abilities, to Somalia. By the time U.S. forces pulled out of the region, soldiers from groups such as Navy SEALs, Joint PSYOP Task Force, 101st Airborne, a Marine Expeditionary Unit and many more had played a role in Somalia. Though many took part, only four are profiled in Delta Force® - Black Hawk Down®. We have detailed the highly trained, dedicated groups that played a key role in Mogadishu.

SPECIAL FORCES OPERATIONAL DETATCHMENT

DELTA

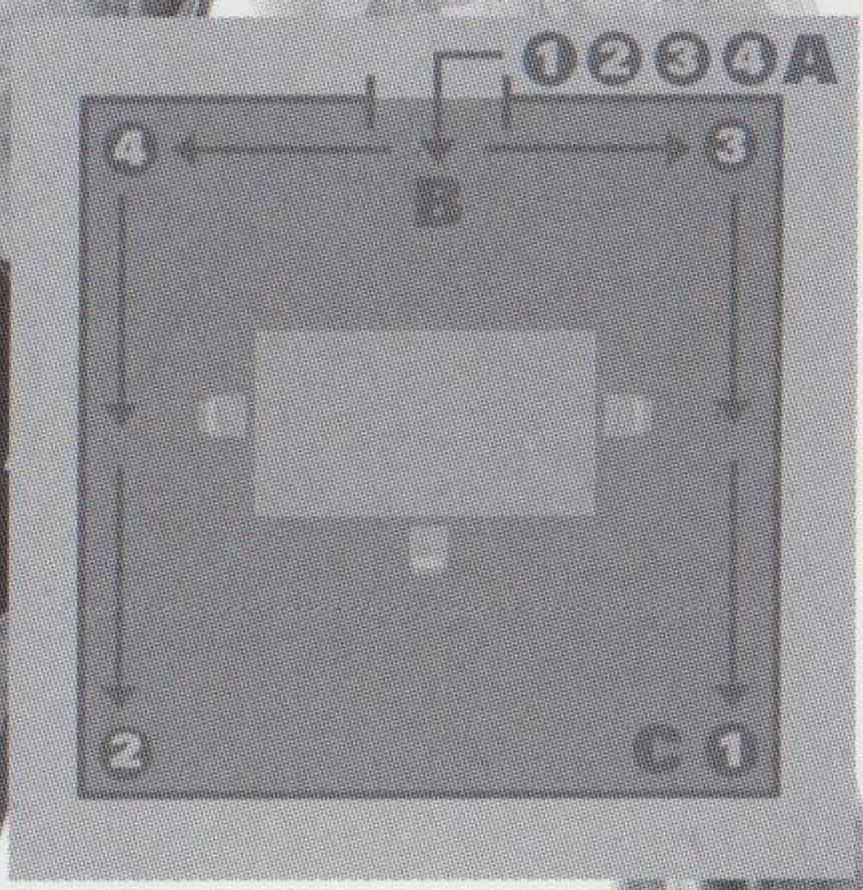
Also known as "Delta Force", this elite unit is still not officially acknowledged by the United States government. Their role in Somalia, separate from the humanitarian mission, was to capture Aidid and his lieutenants who were considered the greatest threat to peace in the region.

Trained for a myriad of situations including hostage rescue, the Delta "Operators" are some of the best Close Quarters Battle soldiers in the world. Most have years of experience and numerous combat ops in their dossier before being chosen for selection to the unit.

Once a Soldier is selected to be a Delta Operator, training is continual. Techniques such as room clearing, sniping, demolitions, marksmanship, and denied area infil/exfil are all practiced time and time again until they are second nature.

Delta's tactics are so refined that in Mogadishu, they were able to secure an entire building and capture twenty-four Habr Gedir clan officials, many of them armed, without inflicting a single death.

ROOM CLEARING



Delta Teams can clear a room in a matter of seconds, usually before the occupants even realize what is happening. The show of force is so fast and complete that armed opponents usually freeze in confusion and are disarmed peacefully.

The Tactics:

A – The team lines up outside the entrance. If required, the #2 man throws a flashbang into the room.

B – The team rushes the room. #1 goes right or left along the wall, the rest alternate. Threats and amount of force required are assessed immediately.

C – The #1 and #2 rush to the far corners, #3 and #4 to the near corners, and secure the room.

Don't forget to always make the best use of your teammates. Issuing the right orders at the right time make the difference between success and failure.

75TH RANGER REGIMENT

The Rangers date back to WWII where they made a name for themselves by scaling the cliff walls of Normandy during D-day. Since that time the Rangers have become recognized as one of the premiere light infantry forces in the world.

They train to quickly seize and secure key objectives and to undertake specialized operations any time, in any environment. Their flexibility allows any of their three battalions to operate independently or as a supplemental force to a larger Army presence.

In Somalia, the Rangers of the 3rd Battalion from Ft. Benning, GA were tasked with providing security during TFR missions.

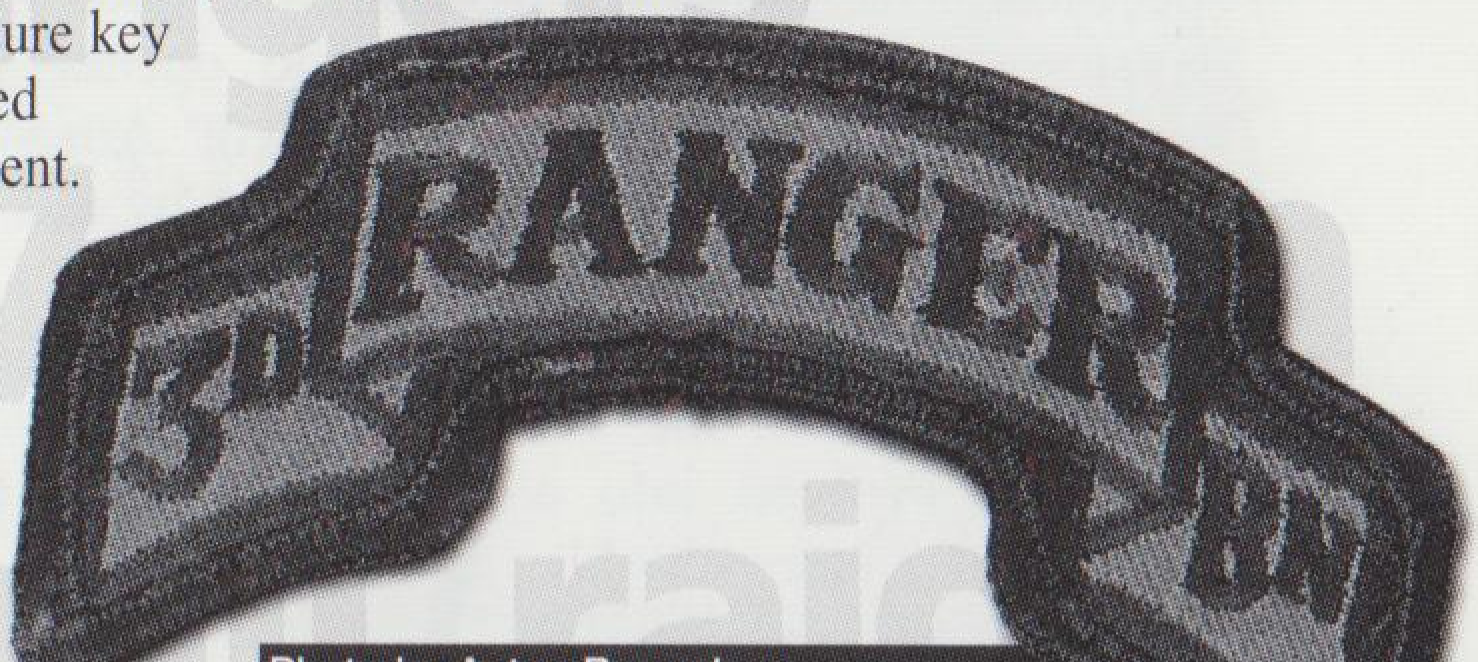


Photo by Anton Berendsen

August 24, 1993: Training

The training was hard and the plane ride harder, 18 hours on a C5 and the future so uncertain. Exiting the aircraft via stairway was a bit odd, the only way Rangers ever seem to exit is through a jump door. The smells were new. A very serious tone but a feeling of excitement was the general consensus. We were Rangers and had trained for this opportunity --we would give 110% under any circumstances. The Ranger creed was in our hearts and souls.

Our Mission was simply to restore hope. A renegade warlord had been terrorizing Mogadishu, killing U.N. soldiers and disrupting food lines to civilians. This had to stop.

It was such a shame to see such a beautiful country destroyed. The beauty could be seen peering up from under the rubble during the helicopter rides. The people were so nice. I remember stopping by the outer fence on Sundays and trading with the children for hand carved elephants and other trinkets.

October 3, 1993: Combat

Peace the white dove. War the red dove. As opposite as Ying/Yang, black/white, day/night, blood/water. Why must such an extreme have to occur to put the balance back in order? Thrown into a mixing bowl, the ingredients equaling not a prize winning pie at the county fair, but life or death, his, a comrade, the enemy, the non-combatant. Lets look—a brief glimpse into one soldier's story—but just a glimpse—splitting the second, a tale of heroism and tragedy, a few minutes, but a lifetime.

Mogadishu, Somalia, 03 October 1993, 1600 hrs, 15 minutes into mission 7. I hit the ground, time slowing to an utter standstill. Regained momentum as quick as a bullet exiting the muzzle of a rifle. There is sporadic gunfire all around us. We ID the target building; in the same instant RPG's (Rocket Propelled Grenades) start going off everywhere: explosions amongst us. One of the birds/helo/choppers, a thing of grace, shot out of the air as a quail pursued by some hidden hunter. Is this real? Is this some sort of dream? Am I here? I am; snapped back into reality. Change of mission. Secure the crash site. Rescue all personnel. It shall be done. No questions asked, zero hesitation, autonomic function taking over. I looked back and observe Sergeant First Class Watson yelling at Sergeant Hulst to provoke him into advancing down the ally to link up with Chalk 1. We do as ordered. I am watching underneath the gate of the target building to make sure no enemy will escape. I think to myself, "another mission I won't get to fire my SAW;" and I could never have been more wrong. It hadn't hit the fan yet: They hadn't even turned the fan on yet. What a lovely place.

Monday, October 4, 2002: Letter home

Short note—mail going out in about 1 minute. Got shot in the arm, just grazed though. Will be o.k. Still in country (Somalia). All hell broke lose on the 3rd, we kicked ass with what we had. One person in my p/t was killed, 2 in my squad were wounded. Will write again soon. Am upping my military life insurance to $200,000.

Love,
John M. Collett
Rangers lead the way

10TH MOUNTAIN DIVISION
(LIGHT INFANTRY)

The 10th Mountain Division dates back to WWII where they were trained specifically for mountain fighting. The goal of their specialized training was to develop a fighting force that could operate comfortably in the harsh winter environments of Europe and North America. Similar forces were already being used by the Germans, Italians, and British, among others, and their effectiveness was widely known.

Over the years, the 10th Mountain evolved into a light infantry force capable of operating in many different environments, not just mountainous ones. As light infantry, they do not use heavy fighting vehicles, which allows them to deploy quickly and take on a wide variety of missions.

The 10th deployed to Somalia in December of 1992 with a very different purpose than Task Force Ranger, which would arrive in August of 1993. The 10th was part of Operation Restore Hope, the UN mission to provide food and support to the people of Somalia. Their role was to provide security for UN forces and Non Governmental Organizations (NGO's) who were distributing food. To counter the growing power of some of the Somali warlords, the U.S. Soldiers were authorized to destroy any crew served weapons operated by Somali militias.

During the deployment of Task Force Ranger, the Soldiers of the 10th Mountain Division were still assigned to the UN controlled UNOSOM II, but if needed, they were to act as a Quick Reaction Force for TFR.

160TH SPECIAL OPERATIONS AVIATION REGIMENT (AIRBORNE)

The Night Stalkers are an aviation regiment specially trained to support Special Operations missions. They fly MH-60 Black Hawks, MH-47 Chinooks, and MH-6 and AH-6 Little Birds in support of Special Operations Forces such as Delta Force.

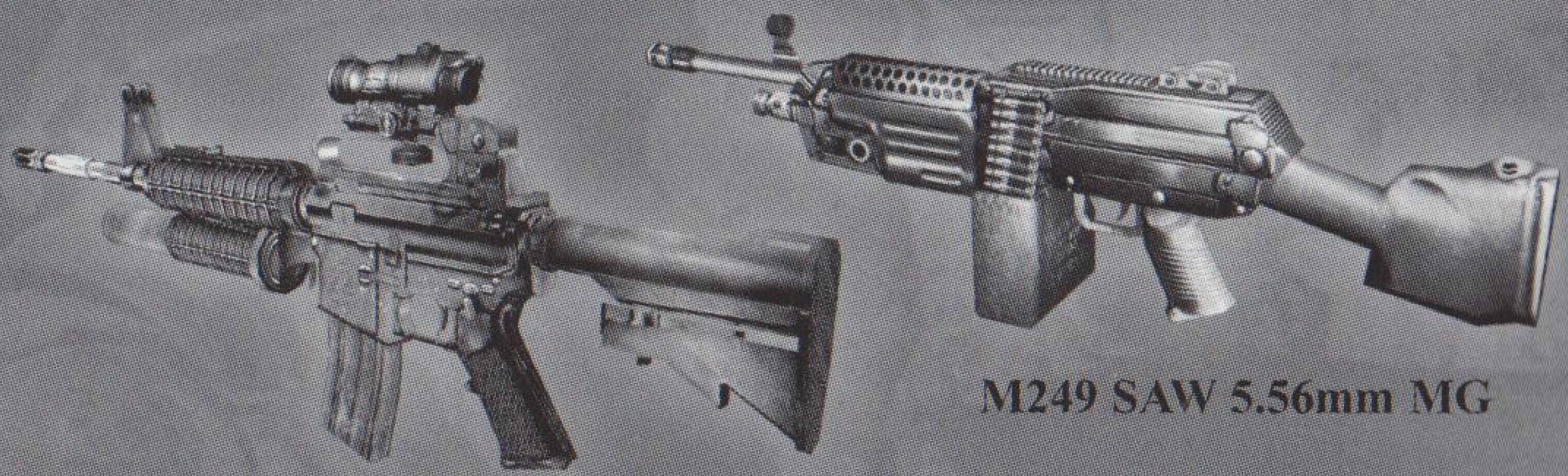
The concept of a Special Operations aviation unit came after the failed attempt to rescue the hostages from Iran in 1980. It was decided that a dedicated group of pilots with specialized training would be required for a second rescue attempt in Iran.

The hostages were released before the mission took place, but the unit was not disbanded. It was wisely decided that having a group of specially trained helicopter pilots would be an asset. Eventually the 160th was officially formed and trained tirelessly to support the highly dangerous and dynamic missions required of the military's special operations forces.

The 160th derived its nickname, Night Stalkers, from their night flying techniques, which they pioneered. Utilizing night vision goggles and modified cockpit displays, the Night Stalkers are able to fly in complete darkness as if it were day.

The 160th deployed to Somalia as a part of Task Force Ranger. Their duties included transporting Soldiers to their objectives and providing fire support. Many of the men caught in the fighting in Mogadishu on 3 October credit their survival to the critical fire support provided by the 160th.

WEAPONS



M249 SAW 5.56mm MG

CAR-15 5.56mm AR
M203 Grenade Launcher

Delta Force Operators have more flexibility when choosing weapons for a mission than the other forces that served in Somalia. The weapons most often chosen, however, are known for their reliability and accuracy. Soldiers serving with the 10th Mountain Division or in the Rangers are assigned weapons based on their role in the mission.

LOADOUT

Before a mission you will be able to alter your weapon loadout. Single player missions allow only mission-specific weapons to be chosen while multiplayer games will let you choose weapons based on the character specialty you pick. Most multiplayer maps will also let you alter your selections in-game if you are at an armory.

ASSAULT RIFLES

CAR-15 5.56mm AR

First used extensively in Vietnam, the CAR-15 soon became a standard rifle in the U.S. Army. It is lightweight, fully automatic and more maneuverable than the M16, making it the preferred assault rifle for Delta Force. The only downside is that the shorter barrel reduces accuracy.

Ammo Type: 5.56mm
Muzzle Velocity: 990 m/s
Rounds Per Clip: 30
Rate of Fire: 11.6 rps
Rounds Carried: 300

M16A2 5.56mm AR

The M16A2 has been in wide use by the armies of over 30 countries since its introduction to the U.S. Army in 1957. The A2 version is more accurate than its Vietnam era relatives and is more durable as well. Heavier than the weapons carried by Delta and Rangers, the M16 has two fire modes: single-fire and 3 round Burst.

Ammo Type: 5.56mm
Muzzle Velocity: 990 m/s
Rounds Per Clip: 30
Rate of Fire: 11.6 rps
Rounds Carried: 300

M203 Grenade Launcher

This single shot, breach-loading launcher is mounted under the barrel of various weapons, such as the M16 and Car-15. It fires a single 40mm, low velocity grenade round.

G3A3

A solid choice for close quarter and medium range battles, the G3A3 fires the powerful 7.62 NATO round, giving it more stopping power than either the M16A2 or the CAR-15.

G36E

The G36E assault rifle was developed in the 90s, making it a very modern weapon. It's light and accurate, yet holds more rounds per magazine than any the G3A3, the M16A2, or the CAR-15.

SNIPER RIFLES

M21 7.62mm

This semi-automatic sniper rifle is fitted with a medium power scope that is adjustable to allow for accurate sniping from helicopters or moving ground vehicles. Introduced in 1969 as the XM21, it was initially used in the Vietnam conflict as an upgrade from the M14. It was fielded with a hardwood stock and later replaced with fiberglass. The semi-auto fire allows for faster acquisition and firing, but sacrifices the accuracy of a bolt-action rifle.

Ammo Type: 7.62 x 51mm
Muzzle Velocity: 777 m/s
Rounds Per Clip: 20
Rate of Fire: 2 rps
Rounds Carried: 200

THE TOOLS OF THE TRADE

M16A2 5.56mm AR
M203 Grenade Launcher

M21 7.62mm
Sniper Rifle

M24 SWS 7.62mm
This bolt action sniper weapon system has been a standard in the military since it was designed to replace the M21. It was built to be a weapon with increased range and accuracy over its predecessors.

Ammo Type: 7.62 x 51mm *Muzzle Velocity:* 792 m/s
Rounds Per Clip: 6 *Rate of Fire:* .6 rps
Rounds Carried: 180

MCRT .300 Tactical
This bolt action sniper weapon is chambered for the .300 magnum round giving it excellent accuracy and damage upon impact. The MCRT also boasts one of the best accuracy ratings of all the sniper rifles.

Ammo Type: .300 magnum *Muzzle Velocity:* 911 m/s
Rounds Per Clip: 4 *Rate of Fire:* .6 rps
Rounds Carried: 180

M82A1 .50 Cal
The M82A1 is actually considered to be an anti-material weapon designed to stop armored personnel carriers and the like. Its .50 caliber bullet is effective against many light-skinned vehicles and structures. Its weight makes it extremely hard to deploy in traditional sniper missions, however, so it is not often used except when it will not have to be moved very much. The accuracy of the M82A1 is limited only by the ammunition used. At the best of times, it boasts 1 MOA (minute of angle) accuracy and a range of 1800 meters.

Ammo Type: .50 BMG *Muzzle Velocity:* 853 m/s
Rounds Per Clip: 10 *Rate of Fire:* 1 rps
Rounds Carried: 100

PSG1 Sniper Rifle
This semi-automatic sniper rifle allows for a high rate of fire, making it a favorite of the SAS and other special operations forces.

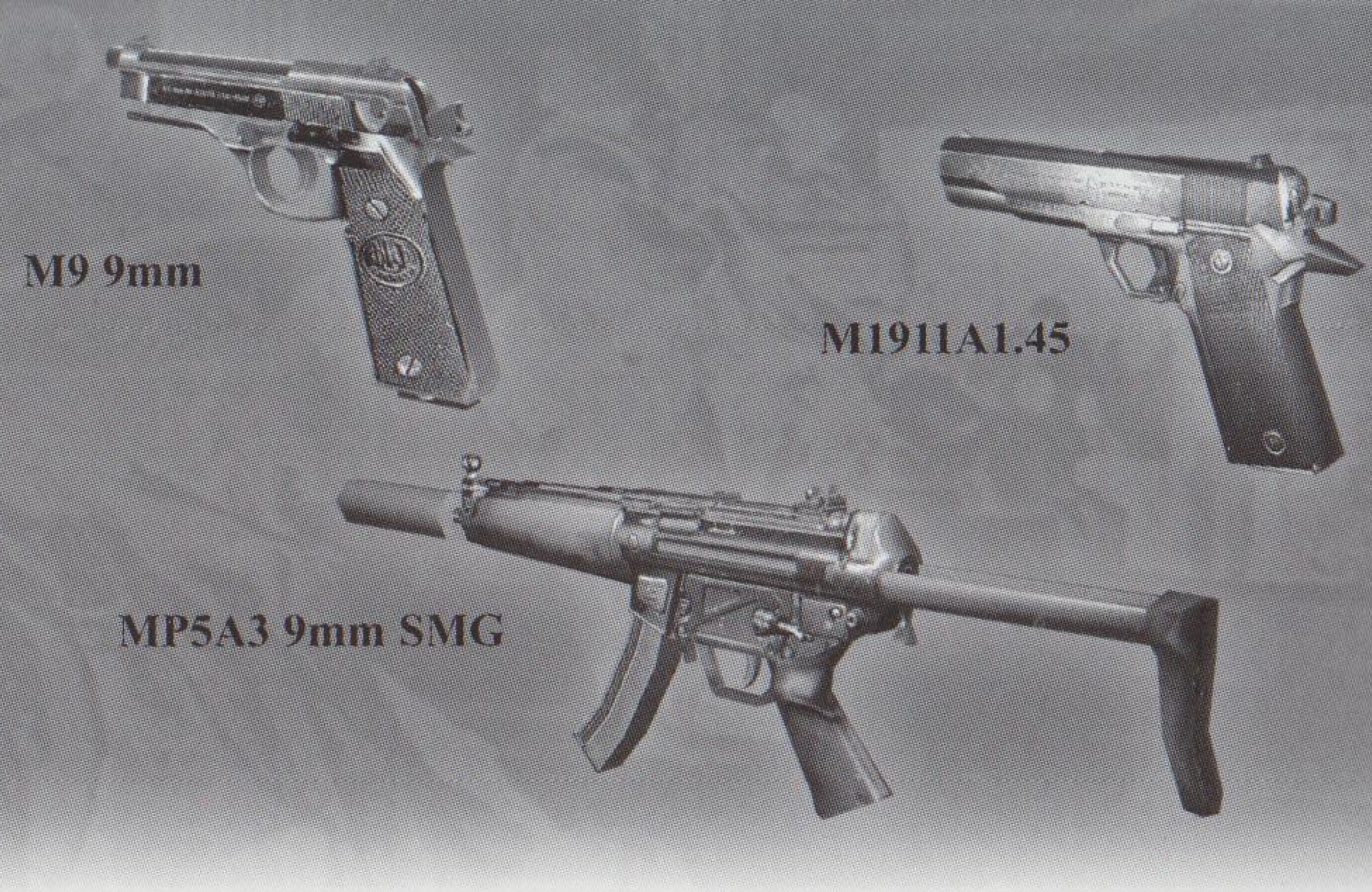
MACHINE GUNS

M249 SAW 5.56mm MG
The M249 SAW (Squad Automatic Weapon) has been a standard feature of the fire team since the mid 80's. Its ability to lay down high amounts of reliable, accurate fire have made it indispensable. Typically, one SAW is issued per six-man team and requires only one soldier to operate. It is able to fire from 30- round M16 magazines or 200-round drum magazines utilizing belt-fed disintegrating metallic-links.

Ammo Type: 5.56mm *Muzzle Velocity:* 990 m/s
Rounds Per Clip: 200 *Rate of Fire:* 10 rps
Rounds Carried: 600

M60E3 7.62 GPMG
The M60 gas-powered machine gun is a slightly larger and more powerful weapon than the M249. It fires the 7.62 round for increased range and stopping power, but its heavier weight and ammunition make the M60 awkward to fire unless the bipod is used. The M60 also features a replaceable barrel to prevent overheating.

Ammo Type: 7.62mm *Muzzle Velocity:* 915 m/s
Rounds Per Clip: 200 *Rate of Fire:* 8.33 rps
Rounds Carried: 600



M240B

The M240 is a standard machine gun in many NATO countries where it is called the FN MAG-58. The 240 is often mounted on a vehicle with a twin handle and thumb actuated trigger. For handheld use, a rifle stock and standard trigger mechanism are used. There is no selective fire on the M240, it can only be used for fully automatic fire. The M240 is known as one of the most reliable machine guns in use today.

Ammo Type: 7.62mm *Muzzle Velocity:* 853 m/s
Rounds Per Clip: 200 *Rate of Fire:* 12.5 rps
Rounds Carried: 600

OTHER WEAPONS

870 Shotgun

Used for breaching doors and extreme CQB, this 12-gauge has high stopping power up close, but loses force with range. It is not accurate, but has good coverage close in. Delta operators usually replace the stock with a pistol grip and shorten the barrel to make it easier to carry as a secondary weapon.

Ammo Type: 00 Buck *Muzzle Velocity:* 388 m/s
Rounds Per Clip: 7 *Rate of Fire:* 2 rps
Rounds Carried: 14

MP5A3 9mm SMG

Currently the world's most popular sub-machine gun, the MP5 was used primarily by the 160th SOAR pilots as a personal sidearm. It fires a 9mm round that reduces its stopping power, but is very accurate. The SD variant is fitted with a suppressor.

Ammo Type: 9mm *Muzzle Velocity:* 285 m/s
Rounds Per Clip: 30 *Rate of Fire:* 13 rps
Rounds Carried: 300

M1911A1 .45

A high-power sidearm preferred by Delta operators for its reliability and stopping power, the M1911 has armed the United States military since 1911. The design, including grip and trigger was standardized in 1926 and remains unchanged. The pistol is extremely accurate when used for single shots.

Ammo Type: .45 automatic *Muzzle Velocity:* 253 m/s
Rounds Per Clip: 7 *Rate of Fire:* 4 rps
Rounds Carried: 28

M9 9mm

The M9 is the standard sidearm of the U.S. Army. Used by the Rangers, the higher capacity and accuracy during rapid fire makes this weapon more manageable than the .45.

Ammo Type: 9mm *Muzzle Velocity:* 341 m/s
Rounds Per Clip: 15 *Rate of Fire:* 4 rps
Rounds Carried: 30

AT-4

A light anti-armor rocket, the AT-4 is a portable, shoulder-fired rocket launcher. Firing an 84mm unguided rocket, the AT-4 is capable of penetrating 400mm of rolled homogenous armor.

FIXED WEAPONS

M2 .50 cal Machine Gun

A single barrel machine gun, the M2 has a rate of fire of 550 rounds per minute. It has been in use since WWII and can be found mounted on vehicles and aircraft throughout the world.

M134 7.62mm "Minigun"

This weapon is most often found mounted on helicopters. It utilizes a rotating set of six barrels to achieve an astounding 6000 rounds per minute, though it is usually set to 2000 or 4000 rpm in crew served applications.

XM84 Stun Grenade

AN-M8 HC Smoke Grenade

M67 Fragmentation Grenade

Knife

EXPLOSIVES

M67 Fragmentation Grenade

When thrown, the delayed fuse inside the M67 detonates 6.5 ounces of high explosives. The resulting high velocity shrapnel can cause casualties out to 15 meters.

XM84 Stun Grenade

The XM84 "Flashbang" is specifically designed to disorient and distract hostile forces in a non-lethal manner. The grenade produces a blinding flash of light and a noise that temporarily confuses those in its immediate area.

AN-M8 HC Smoke Grenade

This grenade produces large clouds of thick, opaque white smoke. It can be used to prevent line-of-sight during movement or to mark a location for fire support or rescue teams.

M18A1 Claymore

The M18A1 claymore is a curved, rectangular-shaped land mine, with an olive molded case of fiberglass and plastic. It was designed for use against mass infantry attacks. When combined with well placed weapons fire, the M181A1 allows a single soldier to devastate a force that significantly outnumbers him. It takes time to place Claymores, so plan ahead.

Satchel Charge

This block demolition charge consists of 1.25-pounds of C4 packed in a Mylar-film container. This powerful explosive is ignited via a radio detonator. Use with discretion and be sure to keep your distance when igniting.

EQUIPMENT

AN/PVS 7B Night Vision Goggles

These light enhancing goggles enable the wearer to see in low light situations or in total darkness with a built in infrared illuminator. To activate the goggles, press the ⬇ directional button.

Binoculars

Binoculars allow the user to get a magnified view of the field and give a wider view than weapon scopes. The drawback is that you will not be able to fire while using them. To use the binoculars, press the ⬆ directional button.

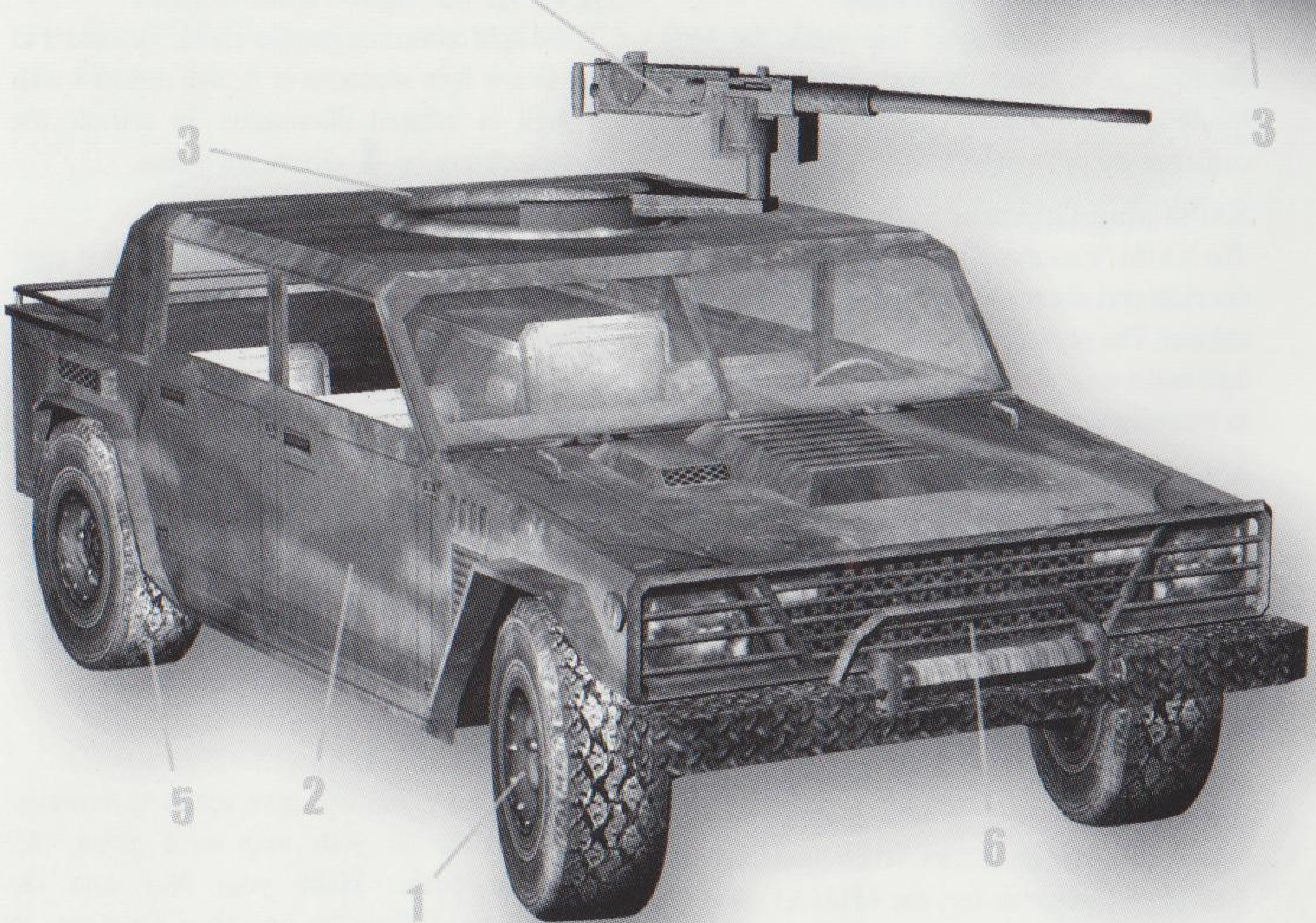
Radio Detonator

After you lay down one or more satchel charges, you can detonate them with this remote device. Select the detonator as you would a weapon and press R1 to detonate. If you lay down multiple satchels, they will all detonate simultaneously.

THE ARMORY

In some maps, you will have access to armories. They appear on your map as a green "A" inside a circle. Make your way into the armory and follow the onscreen directions to change your character's specialty or choose different weapons. Your ammunition will replenish automatically when you exit the loadout screen.

VEHICLES



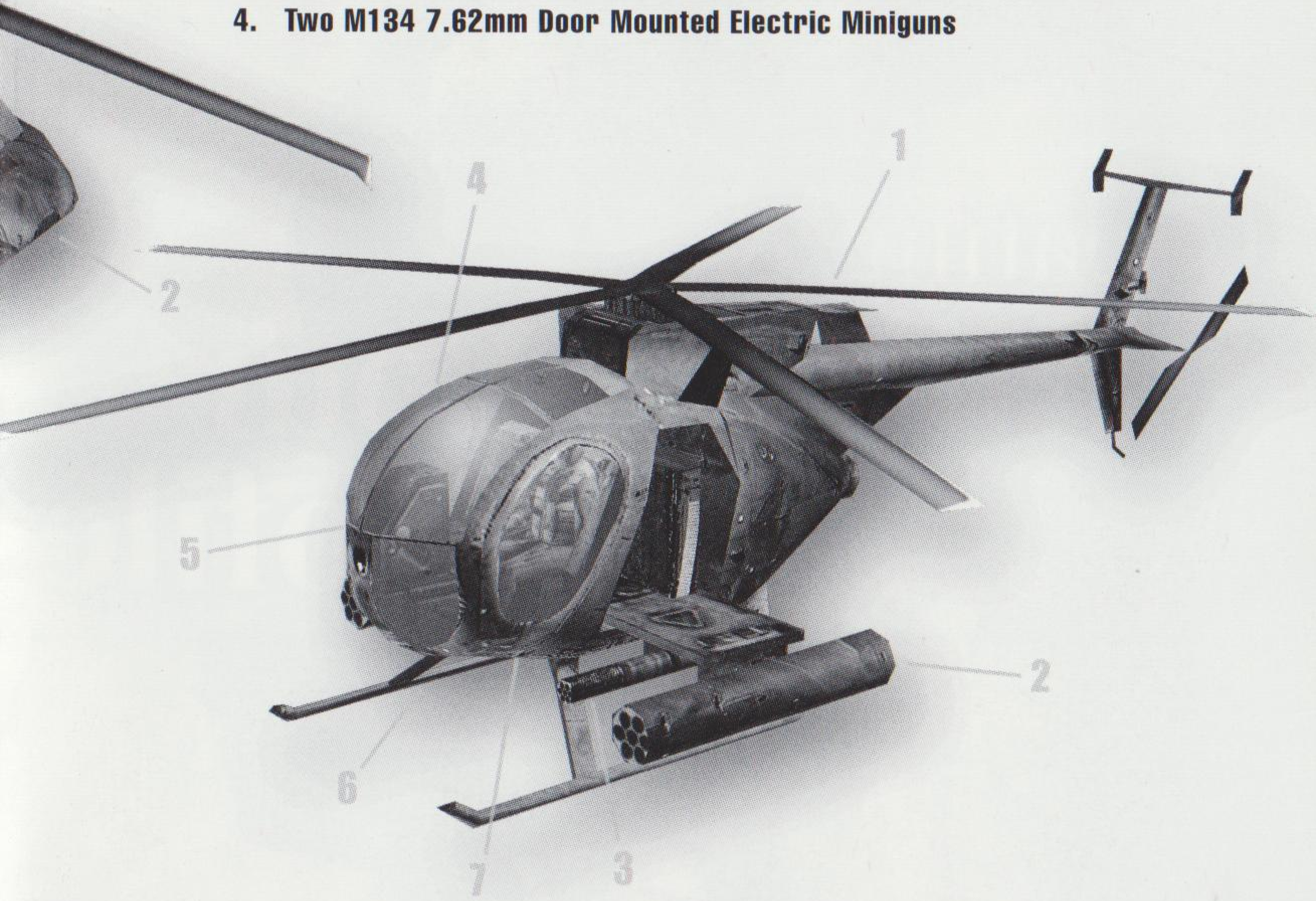
1. **Geared Hubs Raise Axle For Higher Clearance**
2. **Additional Armor To Counter 7.62mm Ammunition**
3. **Gunner Access Hatch**
4. **M2 .50cal Machine Gun or Mk 19 40mm Grenade Launcher**
5. **Run Flat Tires**
6. **V8, 6.5L, 160 HP, 290 lb.-ft Torque, Diesel Fuel Injection Engine**

AAV

Armored Attack Vehicle

-60 "BLACK HAWK"

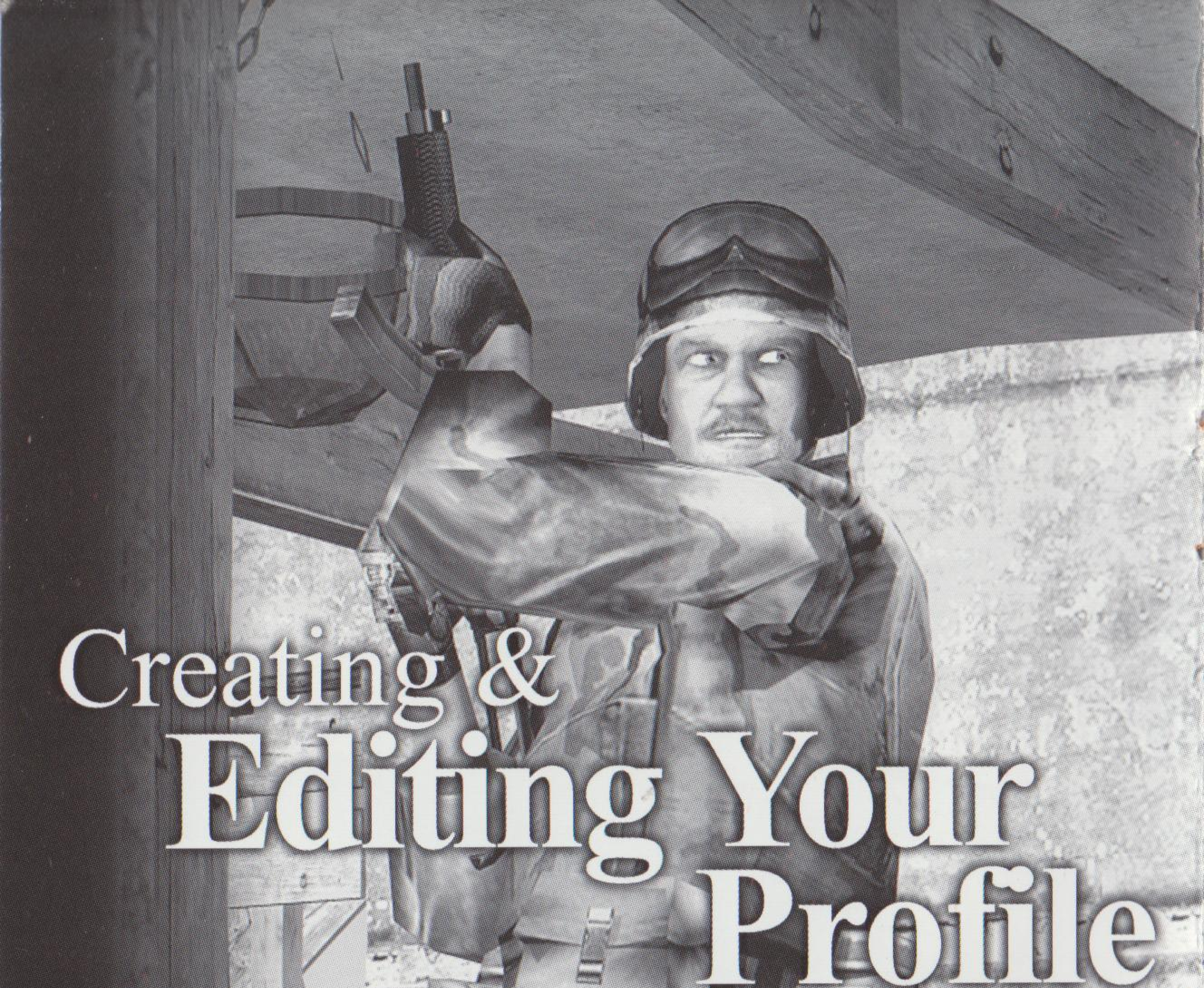
1. Dual, 2600 shaft horsepower, General Electric Turboshaft Engines
2. AAQ-16 Forward Looking Infrared Radar
3. Accommodates 2 pilots, 1 crew chief, 11 Combat Ready Soldiers
4. Two M134 7.62mm Door Mounted Electric Miniguns



AH-6 "LITTLE BIRD"

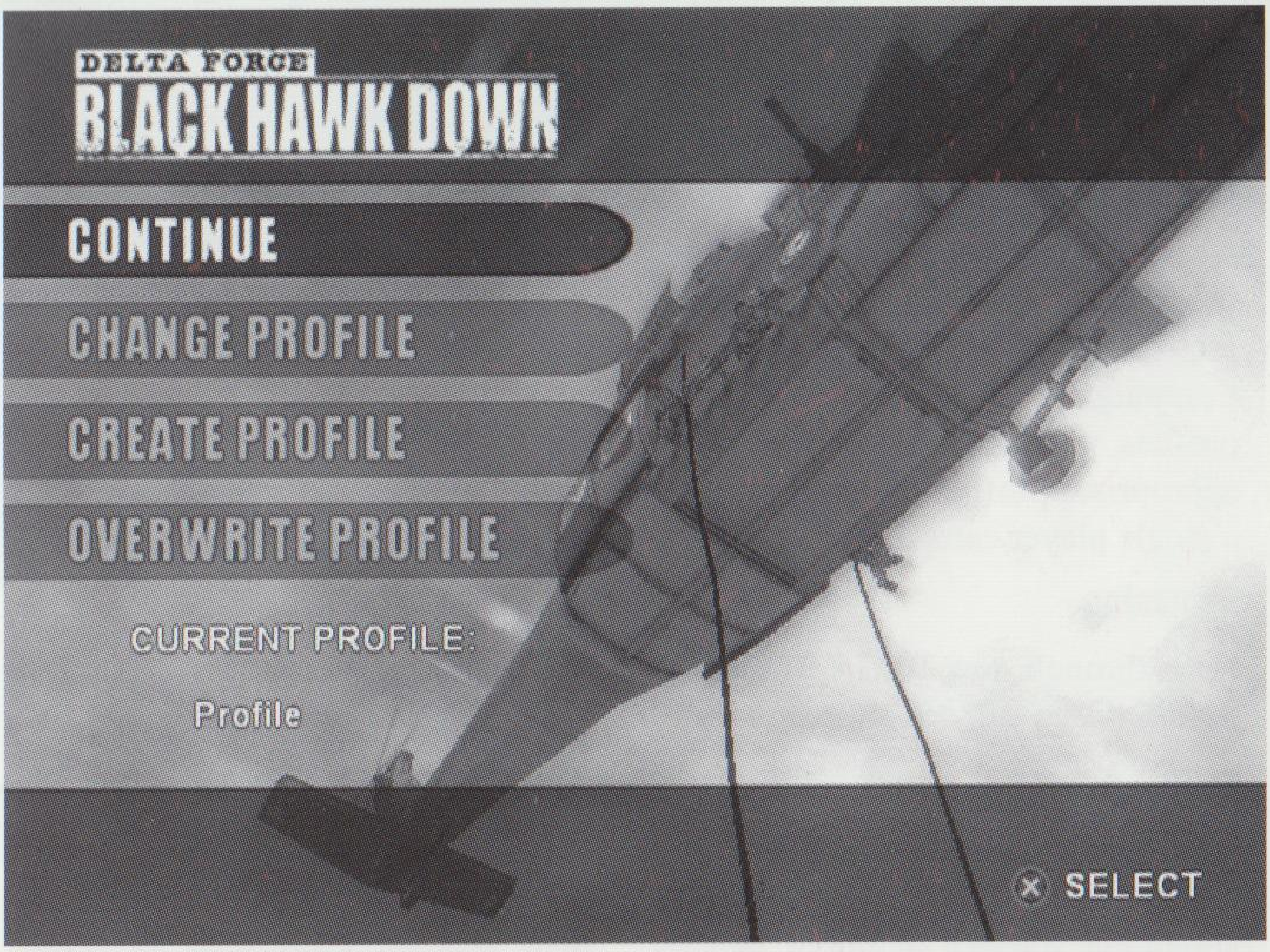
1. Single 252 Shaft Horsepower Allison 250 C20 Gas Turbine Engine
2. 70mm Folding Fin Unguided Rockets
3. Two M134 7.62mm Pod Mounted Miniguns
4. MH Variant Carries Six Soldiers Instead Of Weapon Pods
5. Control Panels Modified For Night Flying
6. AAQ-16 Forward Looking Infrared Radar
7. Seating For Two Pilots

Creating & Editing Your Profile



TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92–MARCH '95

April 24,1992	August 15, 1992	Dec. 5, 1992	Dec. 9, 1992	Dec. 13, 1992
UN approves unarmed observers to monitor cease-fire.	UN Relief mission begins	President Bush offers US troops in response to UN request for security forces	Marines arrive in Somalia, marking the beginning of Operation Restore Hope	10th Mountain Division arrives in Somalia



Once the game has successfully loaded, you will be asked to create a Profile. Press ⊗ to use the virtual keyboard screen where you can name your Profile. You have a maximum of 8 characters for your Profile name.

Select END to confirm your Profile name. Your Profile will then be saved to your memory card (8MB) (for PlayStation®2).

You can return to the Profile screen at any time by pressing △ on the Main Menu screen. You will also be presented with the Profile screen each time you restart **DELTA FORCE® – BLACK HAWK DOWN®**. Your last used Profile will automatically be selected. To change Profiles highlight the 'CHANGE PROFILE' option and press ⊗. You can then use your Directional button to cycle through your previously created Profiles. Pressing ⊗ again will select the currently highlighted Profile.

In the Profile screen you can create a total of eight Profiles. You can also Overwrite Profiles in this screen. Selecting 'OVERWRITE PROFILE' will bring up the Overwrite Profile Overlay where you can select and Overwrite all but your currently selected Profile.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Jan. 20,1993	Mar. 28,1993	May 4, 1993	May/June	June 5, 1993	June 17, 1993
President Clinton Inaugurated	Somali faction leaders sign Addis Ababa Accords to end violence in region	UNOSOM II takes over. UNITAF forces merge into UNOSOM control	US reduces its forces to 1200 combat and 3000 support personnel	24 Pakistani soldiers killed by Aidid's militia	Adm. Howe orders the arrest of Aidid

THE MAIN MENU

SINGLE PLAYER

Access your saved single player Campaign and Instant Action Mode for the loaded profile. If you have Campaigns saved under different profiles, you will need to choose the appropriate profile before continuing a single player campaign.

Campaign

Play through the **DELTA FORCE® – BLACK HAWK DOWN®** campaign.

Instant Action

Here you can play through previously completed campaign missions. Any additional STARS acquired can be used to improve your character or his weapon selection. Try to collect all the STARS and maximize your skills and equipment for the missions ahead!

Difficulty Level

Select the difficulty level for your Campaign and Instant action games. Progress in the campaign is linked to the difficulty level.

MULTIPLAYER

Access multiplayer modes to play Online, Split Screen, or Co-Op.

Split-screen games

Up to 4 players can share a screen to play various game types spanning 25 diverse maps together on one Console.

Cooperative Games

Play through Campaign or Instant Action missions in split-screen mode.

Online games

Play multiple game types on 25 diverse maps with up to 32 players.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Mid June	July 12,1993	August 8, 1993	August 22, 1993	September
UN and US forces attack various Aidid targets	US attack Habr Gedr meeting with missiles	4 US MP's killed by remote detonated mine	 Task Force Ranger deploys to Somalia	 Former President Carter enters into talks with Aidid. US forces are not informed

Delta Force Doesn't Officially Exist

OPTIONS

This area of the Menu allows access to the following options:

Audio

Set Music, SFX and Voice communication options.

Controls

View Controls, vibration, movement sensitivity and invert the Y-axis.

Display

Set the Screen position and turn Widescreen mode on/off.

Credits

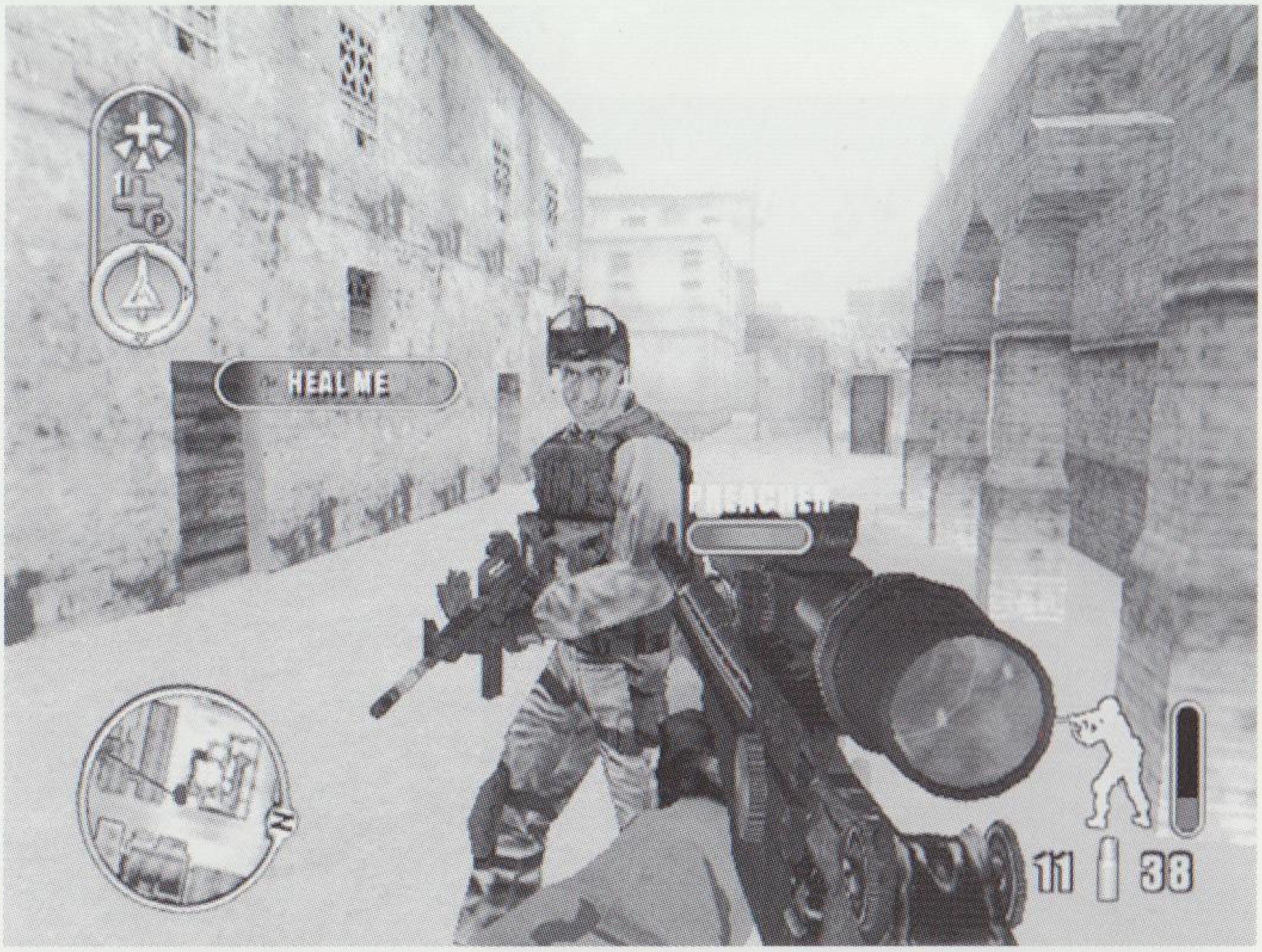
View the game's credits.

Load-Save Options

Enable Auto-save feature or manually load or save game data.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Sept.15, 1993	Oct. 3, 1993	Oct. 7, 1993	Oct. 14, 1993	March 25, 1994	March 95
U.S. Black Hawk shot down killing three	TFR captures 24 Habr Gedr members in a firefight that claims 18 US and 500 to 1000 Somali lives	President Clinton cancels hunt for Aidid. Calls for removal of all US troops	Pilot captured by Somalis on the 3rd is released	Last US troops leave Somalia	Remaining UN troops leave Somalia



HUD / GAME SCREEN

UNDERSTANDING WHAT YOU SEE

Character and Weapon Information

In the bottom right of your screen you will see your character's stance and to the right of that is his health.

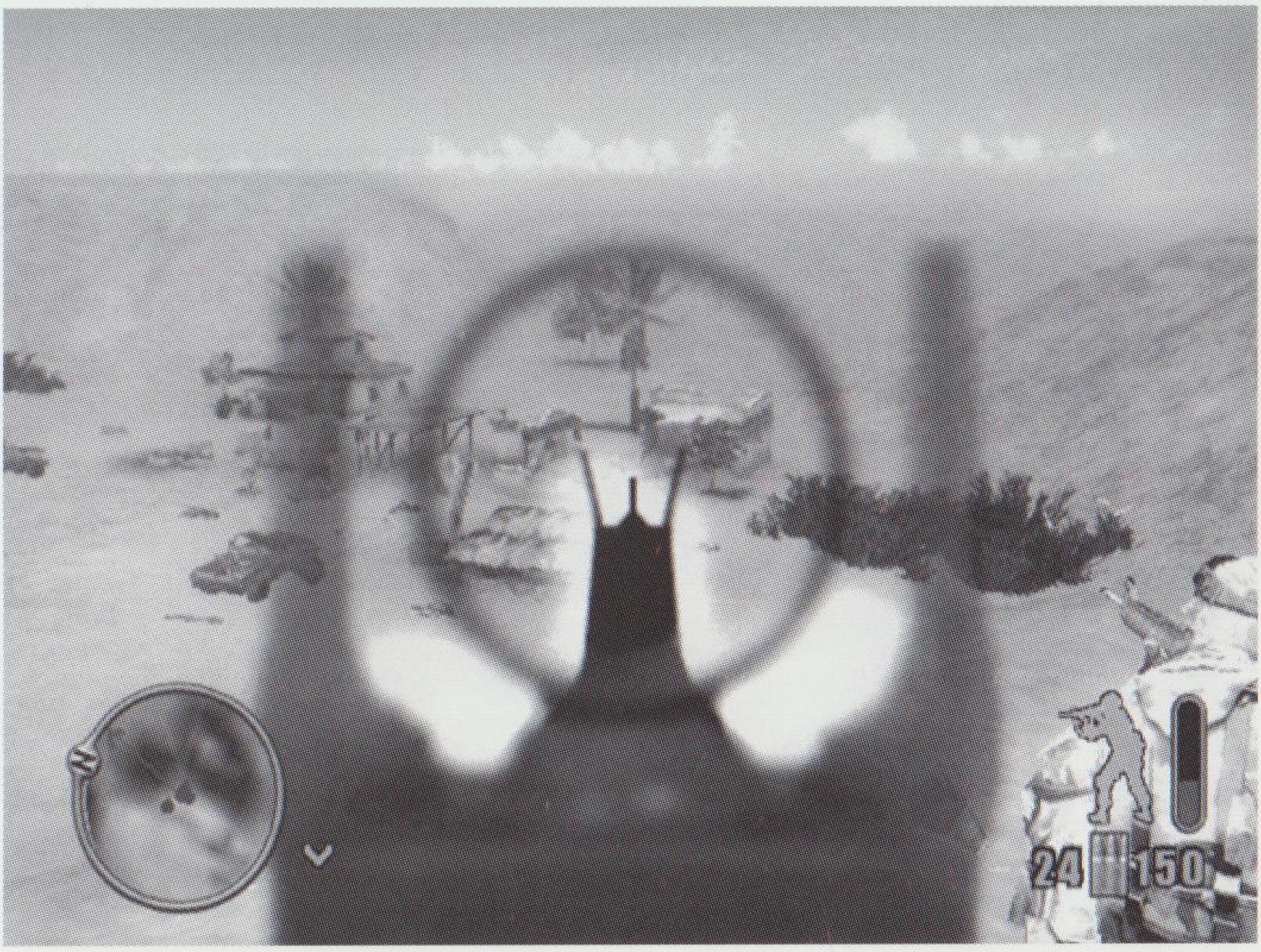
Below the player stance icon is your current weapon information. This includes the ammunition remaining in the currently equipped weapon's magazine, your weapon's current fire mode, and the total ammunition remaining for the currently equipped weapon.

When you cycle through your weapons the weapon information will show you the currently selected weapon while you equip it. Once you have equipped a weapon, the ammunition and fire mode information will once again be displayed.

The GPS map

In the bottom left of the screen is your GPS map. On this map you will notice:
Waypoint direction
Team member (blue dots)
Buildings (satellite image of the local area)

When under enemy fire, you will notice yellow and red "pie" segments flashing on the GPS display. These show the direction of incoming fire, and are color coded by importance. Yellow flashes indicate a missed shot. Orange flashes indicate a shot that almost hit you. Red flashes indicate that you have been hit. Utilizing the situational awareness provided by these indicators is vital to locating enemies in the field.



WEAPON ACCURACY

IDENTIFY THE TARGET

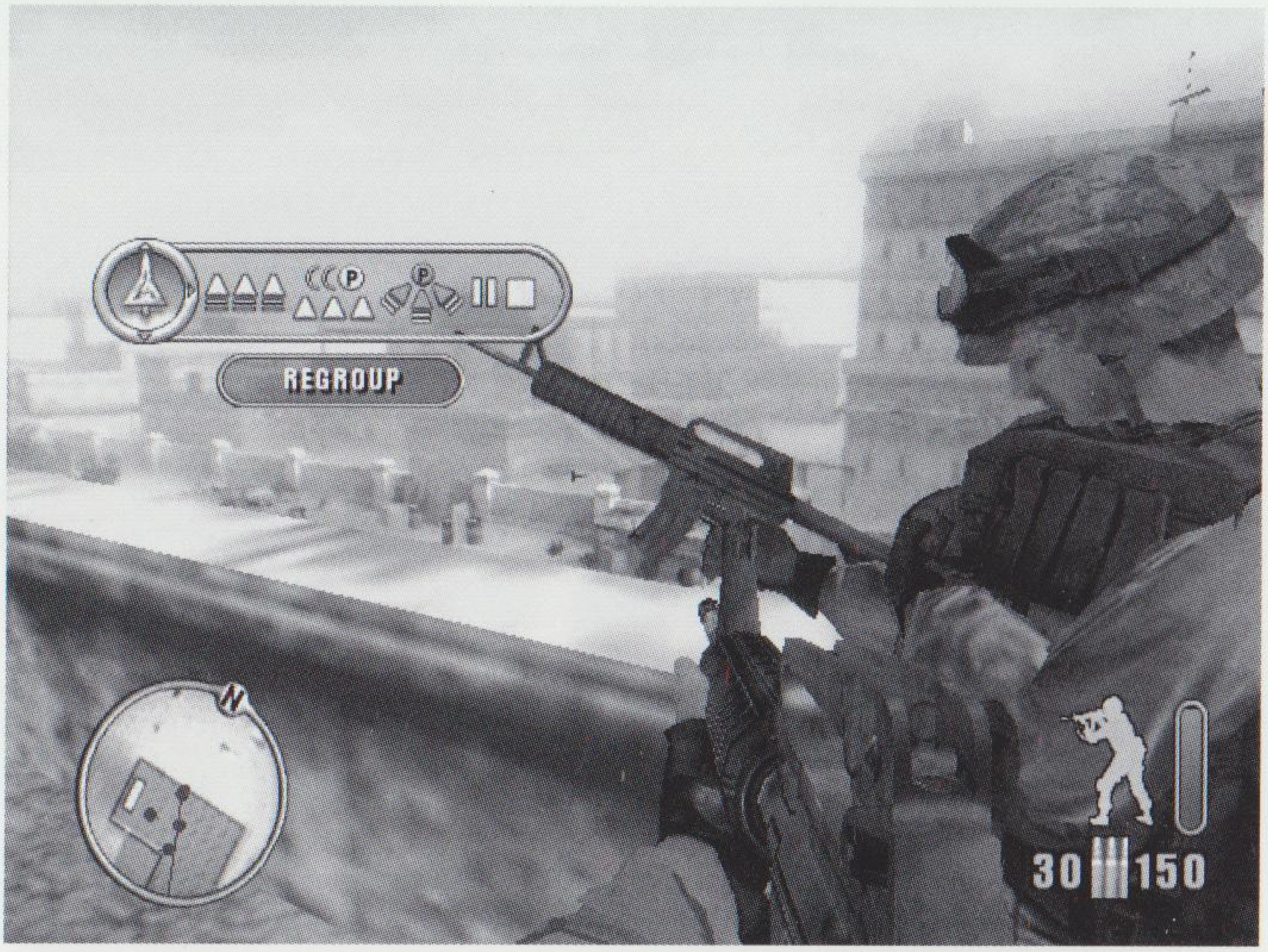
To the upper and lower right of the GPS map you may see arrows pointing up or down, these indicate that the current waypoint is above or below your current position. In multiplayer, the GPS map will provide information specific to the game you are playing.

Delta Operatives never "shoot from the hip". They always raise their weapon from a ready position and aim through the mounted sights. This method is called "Rapid Aim Fire". It is fast, allows an Operator time to identify the target as hostile or not, and is very accurate.

You can fire from either the ready or scoped views, but you need to be aware of how your accuracy is affected.

By holding L1, you raise your weapon from the ready stance to a scoped view. In this view you will have a much smaller bullet spread, and be more likely to hit your target than if you fire from the ready position.

Accuracy is increased by crouching. Going prone further increases the player's accuracy. Accuracy is decreased when running. To take a highly accurate shot, go prone, stay still, sight in, and fire your weapon.



SQUAD COMMAND

LEARN HOW TO LEAD

Team Status

During missions, you will often be in command of a squad of soldiers who will follow your lead, support your actions, assist in room clearing and engage hostiles.

When you pass your reticule over a member of your squad, you will see his name and current health. Check on your squad members often to monitor their health. If they need medical attention, heal them before they become a casualty of war.

Team Commands

You can issue your team commands via the command wheel or with your USB headset using voice commands. Using △ will bring up the command wheel. Press Directional Button ↑ to request health for the player's character or his squad. Press Directional Button ↓ to request magazines or to signal your squad to hold their fire or fire their weapons freely. Press the → directional button to issue positioning commands to your squad, or to request cover fire. Releasing △ will issue the highlighted command. Next to the **HEAL ME**, **HEAL TEAM**, and **GIVE AMMO** commands you will notice numbers indicating the packs of that type remaining. Orders that are grayed out are unavailable.

The **HEAL ME, HEAL TEAM** commands can be accessed at the top of the command wheel. Your team will attempt to respond as quickly as possible. If they are engaged in combat, however they may not respond immediately. If you are very low on health, a good plan is to fall back into a safe location then command your team to regroup on your position. Once regrouped, you can command them to heal you or each other.

Like **HEAL ME,** the **HEAL TEAM** command uses one of your available med packs. The player and his squad all receive a small boost to their health. Use the **HEAL TEAM** command when your teammates are running low on health.

The **NEED AMMO** command works in a similar way to **HEAL ME**. Your team will respond as soon as possible by throwing a magazine your way.

The **HOLD FIRE** and **WEAPONS READY** commands toggle your team's combat interaction. You can then choose to toggle to **WEAPONS READY** or to remain silent. They will repeat the message every 10 seconds unless fired upon during this time. If fired upon they will inform the player that they are taking fire. Your teammates are not stupid and always return fire if they remain under fire for an extended period.

GO TO POINT will order your team to maneuver their way to whereever your reticule is pointing when you give the order. They may deviate slightly to enter cover at the target location. If they are **WEAPONS READY**, they will engage in combat en route to the target location. The team will remain at the target location unless the player gets either close to or far from their current position, at which point the team will attempt to maintain proximity to the player.

STOP can be used to ensure your team stay put even if the player gets close or very far away. This command can only be broken by issuing new commands.

WAIT will cause your team to stop moving but continue firing if in **WEAPONS READY** mode. If in **HOLD FIRE** mode and getting hit, they will behave as described in the **HOLD FIRE** command description above.

REGROUP will cause the team to move to your position

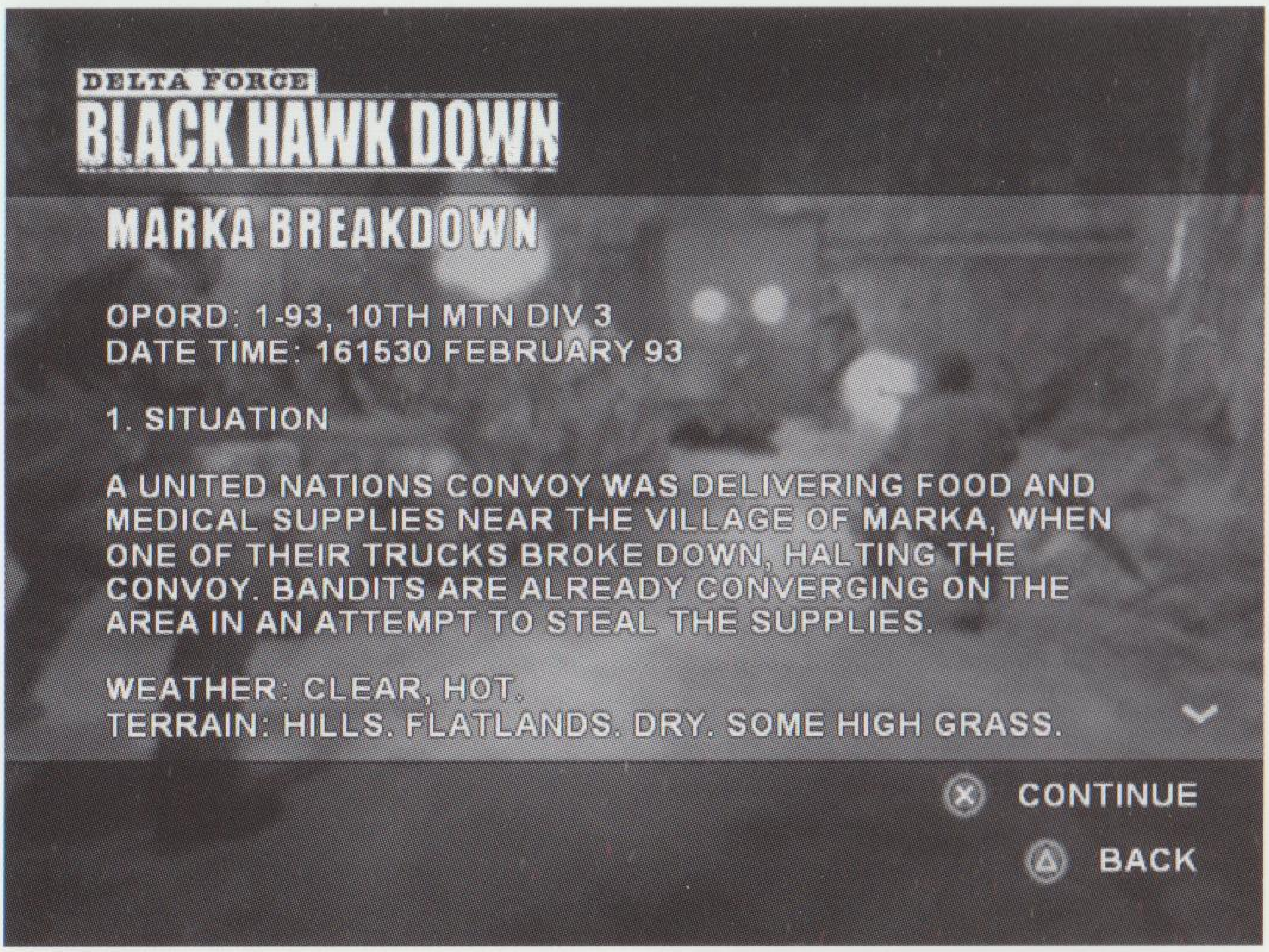
COVER ME is one of the more advanced commands. Teammates will spray suppressing fire at enemies targeting you. **COVER ME** works in the same way as **WAIT** in that your team will not keep pace with you. They will, however, move position if they lose sight of you. For **COVER ME** to work efficiently, it should be used in open areas or areas where your teammates have a raised vantage point from which to cover you.

Issuing Voice Commands

If you have a USB headset you can issue all of the squad commands to your team with your voice. To do so, put your reticule in the appropriate location, press and hold L3 say the command, then release L3. For example, to issue **GO TO POINT** with your headset, point your reticule at the destination, hold L3, say "**GO TO POINT**," and release L3.

Voice Command List

HOLD FIRE
WEAPONS READY
GO TO POINT
WAIT
STOP
REGROUP
COVER ME
HEAL ME
HEAL TEAM
NEED AMMO



MARKA BREAKDOWN

OPORD: 1-93, 10TH MTN DIV 3
DATE TIME: 161530 FEBRUARY 93

1. SITUATION

A UNITED NATIONS CONVOY WAS DELIVERING FOOD AND MEDICAL SUPPLIES NEAR THE VILLAGE OF MARKA, WHEN ONE OF THEIR TRUCKS BROKE DOWN, HALTING THE CONVOY. BANDITS ARE ALREADY CONVERGING ON THE AREA IN AN ATTEMPT TO STEAL THE SUPPLIES.

WEATHER: CLEAR, HOT.
TERRAIN: HILLS. FLATLANDS. DRY. SOME HIGH GRASS.

MISSION BRIEFING
KNOWING YOUR TARGET

MISSION ORDERS

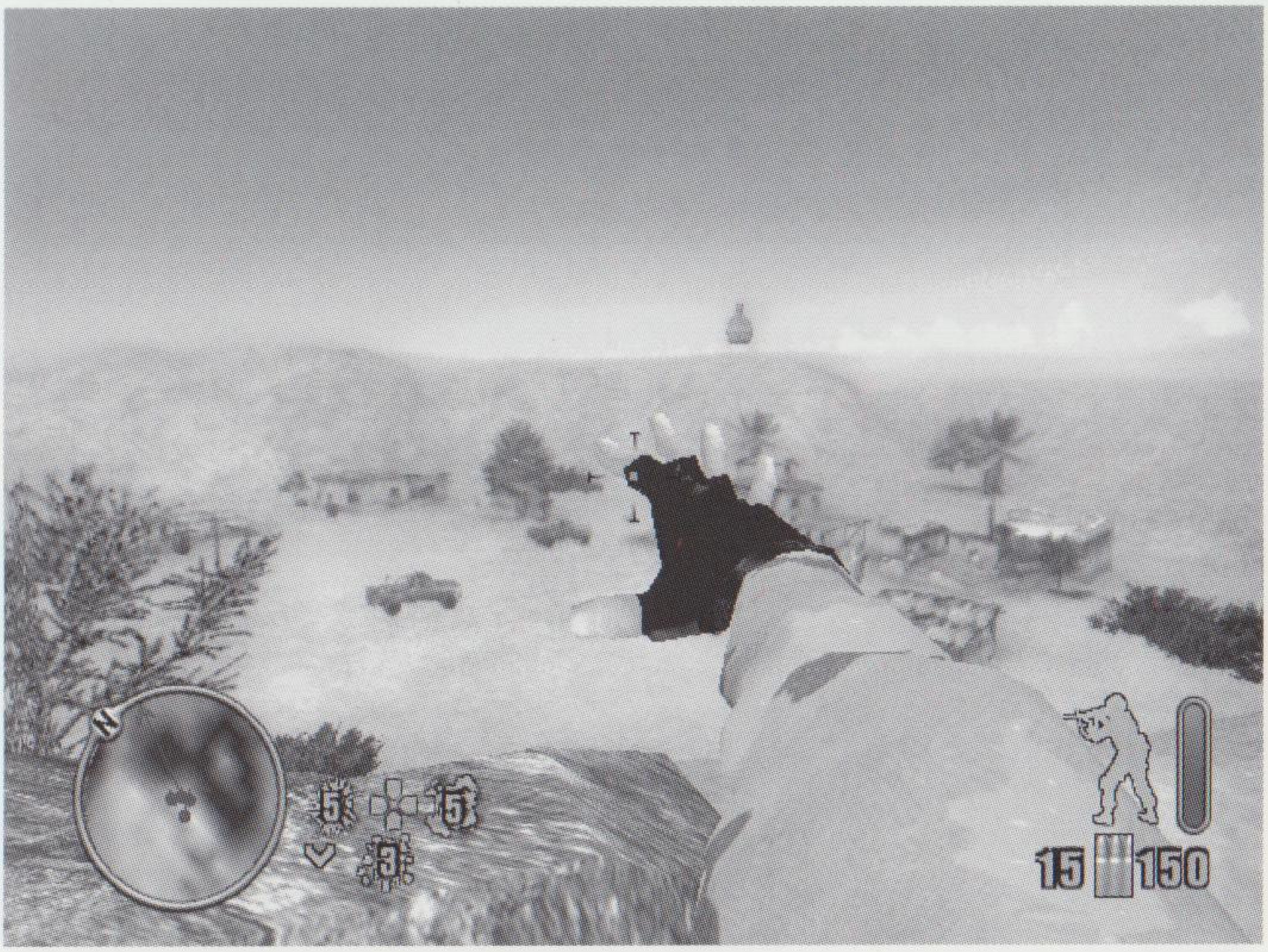
At the beginning of each mission will be an **OPORD** (Operational Order) or a **FRAGO** (Fragmentation Order). These are issued in the field to Delta teams and list all the pertinent information for an upcoming mission. Here you will find the mission goals, parameters and any special instructions for completing the mission.

Objectives and indicators

During any single player mission pressing SELECT will bring up your objectives overlay. Objectives displayed in white are active, ones displayed in green are completed. You will also be prompted by messages displayed in the lower centre of your screen informing you when objectives have been added or completed. Check your objective overlay after these prompts to see the details of the objective. A soldier must always clearly understand their current objectives. If you are ever in doubt, press SELECT and check them.

Mission Failure

Certain tasks must be completed or the mission will result in a failure. Losing too many of your teammates will also result in a mission failure. Additionaly, if you kill any civilians or teammates the mission will instantly end. Look before you fire, soldier.



THROWING GRENADES
USING FLASH OR FRAG

Quick Grenade menu

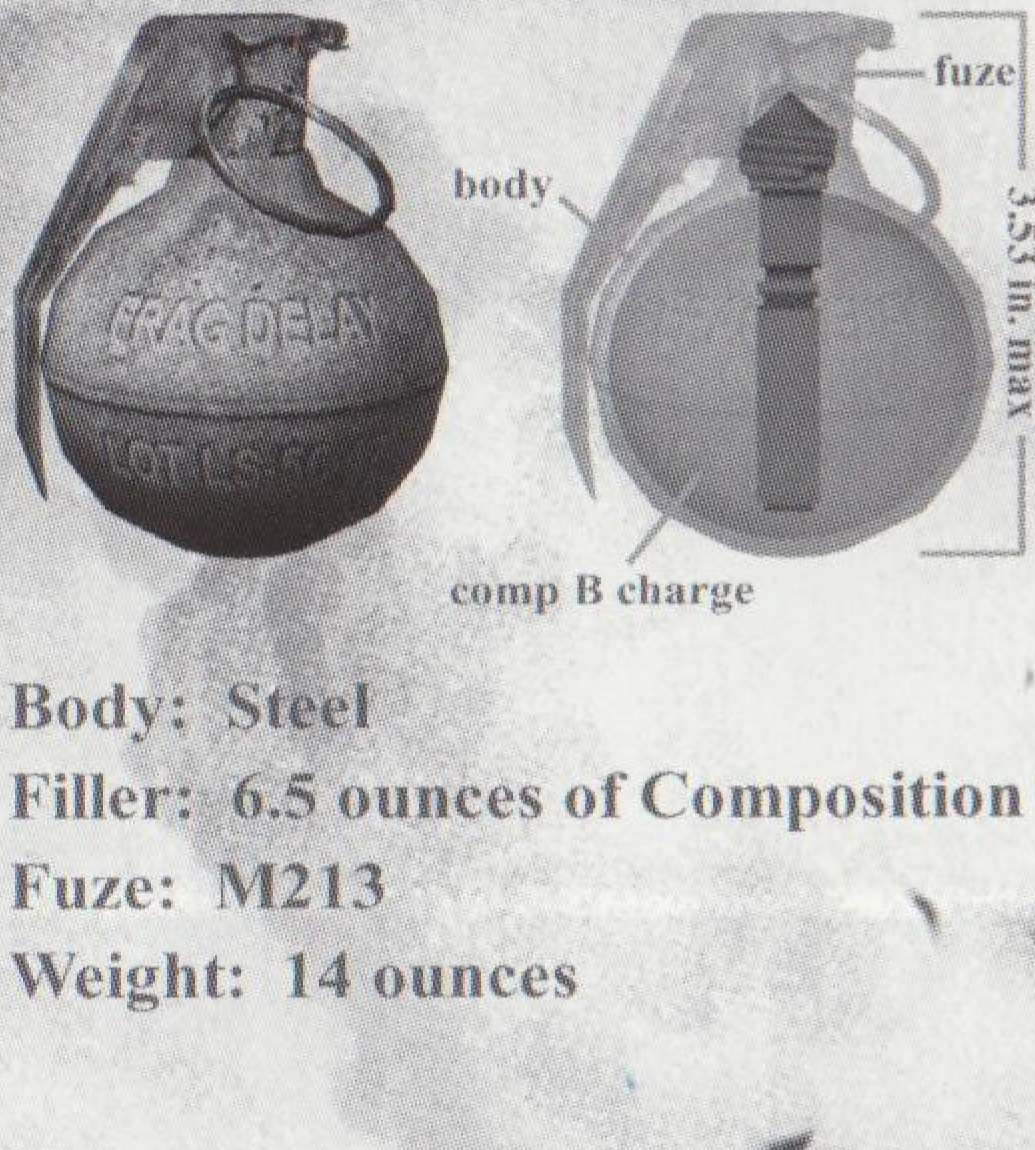
Pressing R2 will cause an overlay to be displayed next to your GPS map. Use the Directional buttons ↑, ↓, ←, → or △, ○, ✕, □ to throw a grenade or use the under slung grenade launcher.

Press △ or ↑ for M203 grenade launcher (only available with CAR-15 and M16),

Press ○ or → for Smoke grenade

Press ✕ or ↓ for Frag grenade

Press □ or ← for Flashbang grenade

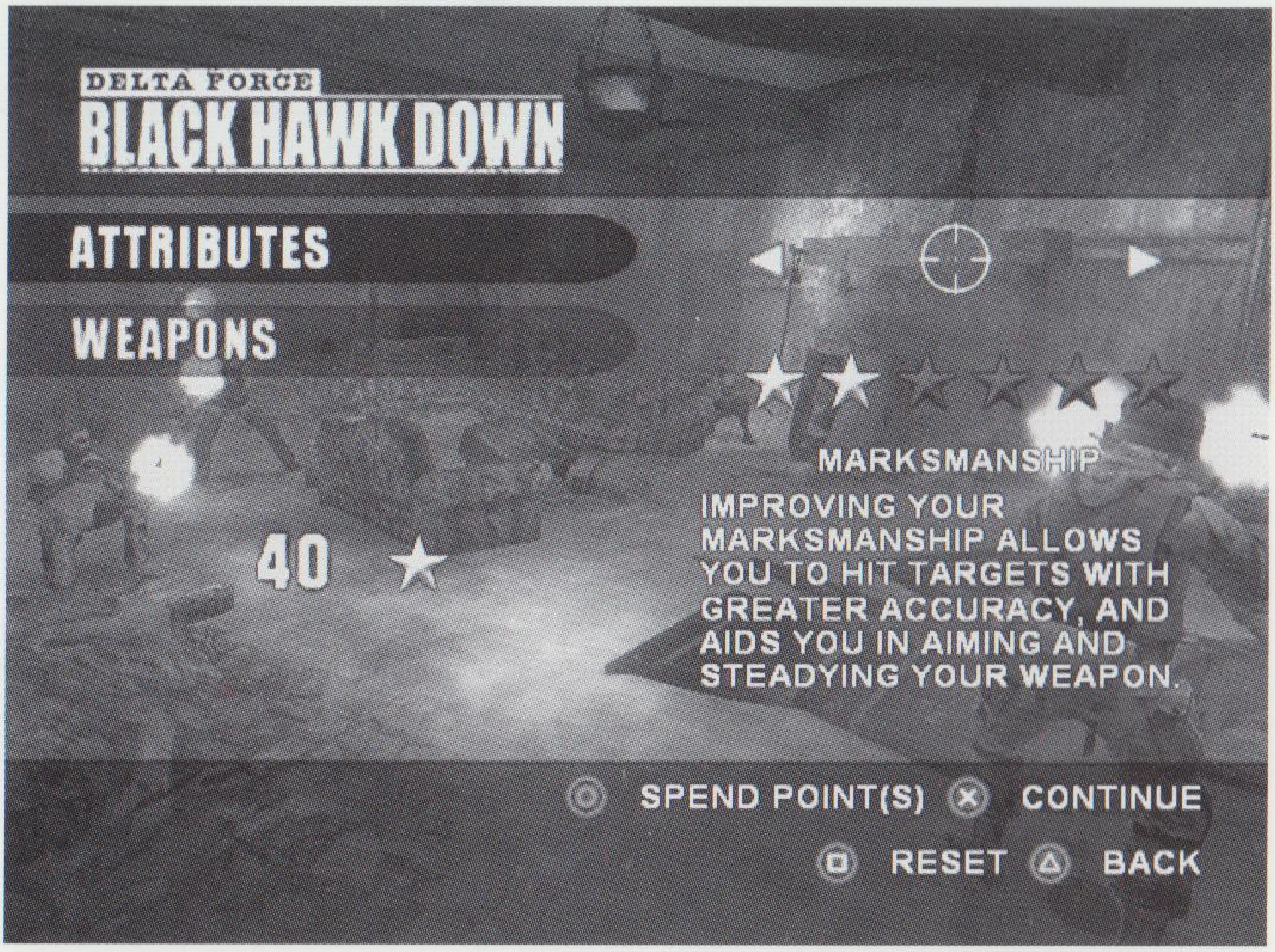

FRAG DELAY
fuze
body
3.53 in. max
comp B charge

Body: Steel

Filler: 6.5 ounces of Composition B

Fuze: M213

Weight: 14 ounces


DELTA FORCE
BLACK HAWK DOWN
ATTRIBUTES
WEAPONS
40
MARKSMANSHIP
SPEND POINT(S)
CONTINUE
RESET
BACK

IMPROVING YOUR MARKSMANSHIP ALLOWS YOU TO HIT TARGETS WITH GREATER ACCURACY, AND AIDS YOU IN AIMING AND STEADYING YOUR WEAPON.

CHARACTER SCREEN
TRAIN TO BE THE BEST

CHARACTER SCREEN

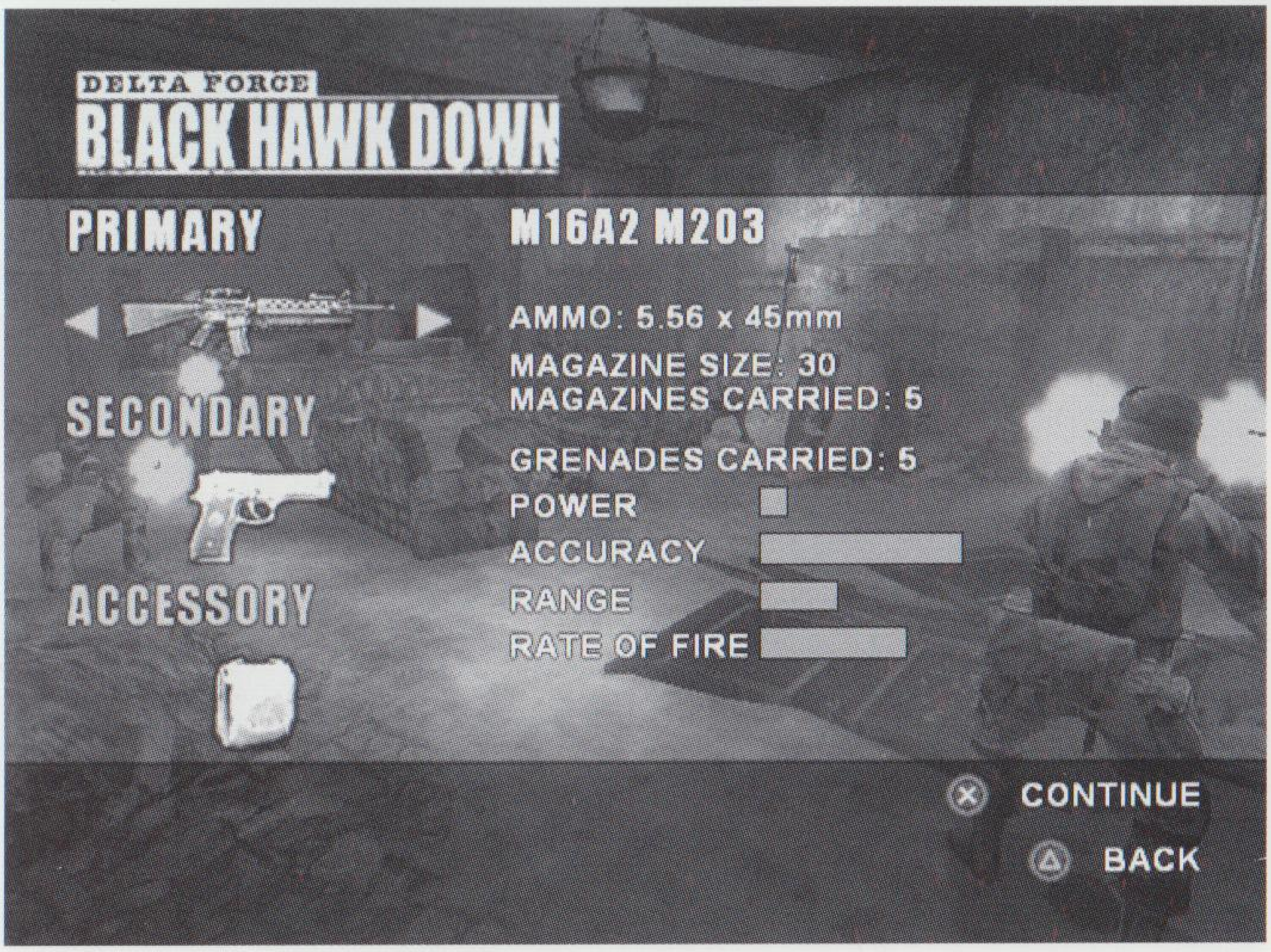
Spend the STARS earned in missions to improve your player character's attributes and get new equipment. If you're finding your current mission difficult, you may also spend STARS on additional health and ammo packs. These packs are only available for the next campaign mission.

Use the left analog stick or directional buttons to select either attributes, weapons, or packs.

Press ⬅ and ➡ directional buttons to see the various attributes and skills available to spend STARS on.

Press ○ to use a STAR.

You can choose to save your selections or continue to the loadout Screen. If you make a mistake placing STARS you can press □ to reset.



M16A2 M203

AMMO: 5.56 x 45mm

MAGAZINE SIZE: 30
MAGAZINES CARRIED: 5

GRENADES CARRIED: 5
POWER
ACCURACY
RANGE
RATE OF FIRE

EQUIPMENT SCREEN

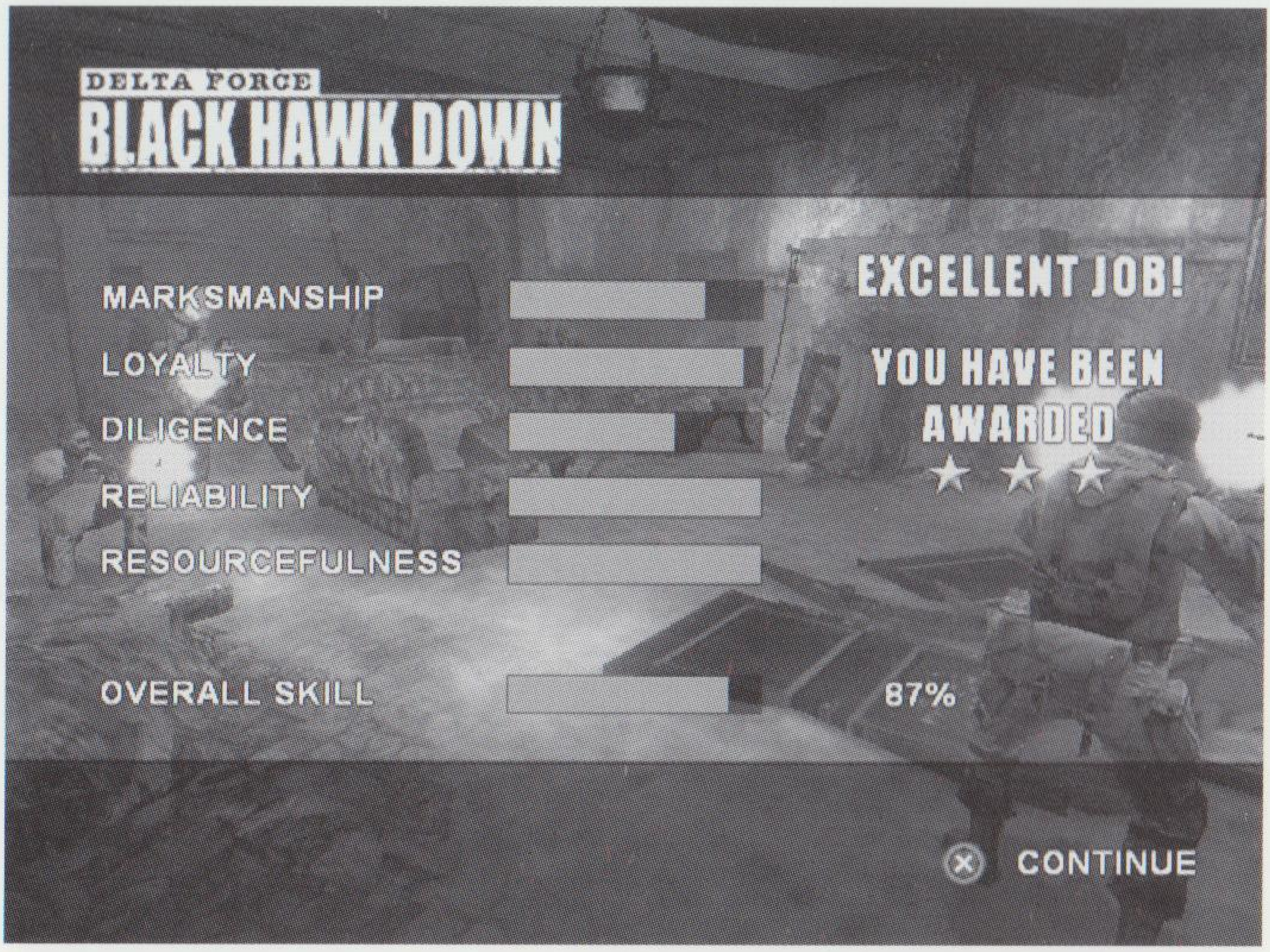
LOAD UP AND LOADOUT

LOADOUT

You need the right tools for the job, so before starting a mission you will be able to alter your weapons **loadout**. Weapons that are dark grey cannot be selected. Selected weapons' descriptions are displayed on the right.

To alter your **loadout,** use the Directional Buttons to select PRIMARY, SECONDARY or ACCESSORY. Then use the Directional Buttons or left analog stick to cycle through the available weapons. Once you are happy with your selection, press ⊗ to continue.

Some missions require particular weapons or accessories to complete. In these cases, the Equipment Screen will not allow you to change from any necessary items.


DELTA FORCE
BLACK HAWK DOWN
MARKSMANSHIP
LOYALTY
DILIGENCE
RELIABILITY
RESOURCEFULNESS
OVERALL SKILL
87%
★ ★ ★
CONTINUE

EXCELLENT JOB!

YOU HAVE BEEN AWARDED

AFTER ACTION REPORT

HIGH PERFORMANCE, HIGH REWARD

After a mission, you will see the After Action Report. Here your performance is evaluated across multiple criteria and character STARS are awarded for excellence. What caliber of soldier are you?

Performance Criteria

Marksmanship

This is determined by the percentage of your shots that hit a target. There is also a head shot bonus multiplier added to this statistic.

Loyalty

Leave no man behind! 50% of the total is gained by keeping all of your teammates alive. 50% of the total is determined by you and your teammates' health at the end of the mission.

Diligence

Percentage of the total number of targets eliminated.

Reliability

To gain 100% in this category, you have to complete the mission in a time considered exceptional by your Commanding Officer. Additional minutes spent in the field will reduce your percentage.

Overall

Your overall percentage score is used to determine how many STARS you have earned. On Normal difficulty:

25% = one STAR

50% = two STARS

75% = three STARS

Easy difficulty allows a 10% reduction in these percentages so you only need 65% to be awarded three STARS. Hard difficulty adds 10% so you need 85% to be awarded three STARS.

Replaying missions

If you feel you could have achieved a higher rating in the previous mission, you have the option of replaying it.

You can also go back to any previously completed mission through the Instant Action Mode to improve your rating. Gaining a higher rating in a previous mission via instant action will give you additional STARS, which may give you the edge in your next mission.

MULTIPLAYER THE MOST DANGEROUS GAME AROUND

Delta Force® - Black Hawk Down® contains a deep Online competition mode that includes detailed statistic, competitive rankings, numerous game-types, and up to 32 players in a single game! You can join or create a multiplayer game at any time, and leave whenever you wish (although in ranked games you may be penalized). You do not have to be present at the initiation of a game to join in. If you leave in the middle of a mission, the other players can continue to play without you. Of course, if the host leaves the game, the game will end immediately.

You can also play split-screen games with up to 4 players or play through missions co-operatively with a friend. To play split-screen games select Split-screen from the Multiplayer Menu. To play Co-op Games select Co-op in the Multiplayer Menu. To go Online, select Go Online.

JOINING

In order to play Online, you must have a GameSpy® account. If you do not already have one, you can create a new account in seconds via the in-game Menus.

STATS AND RANKED GAMES

Delta Force® – Black Hawk Down® Online features a world ranking system where all of your game statistics from official ranked games will be available to view. Skilled players will rise through Army ranks as they play ranked games. The speed at which you are promoted will depend only on your own performance. Only dedicated players will become officers.

RANK

1	Private
2	Private First Class
3	Specialist
4	Corporal
5	Sergeant
6	Staff Sergeant
7	Master Sergeant
8	Sergeant Major
9	Sergeant Major of the Army
10	Second Lieutenant
11	First Lieutenant
12	Captain
13	Major
14	Lieutenant Colonel
15	Colonel
16	Brigadier General
17	Major General
18	Lieutenant General
19	General
20	General of the Army

ONLINE CHAT

You may use a USB keyboard to chat in the online lobby. In order to use a USB keyboard ensure the USB keyboard USB connector is inserted into either of the USB connectors on the front of the console. Use your USB headset to chat on-line in-game. Ensure your USB headset is installed correctly (see instruction manual for your USB headset).

HOSTING

You can host games Online with up to 8 players. Hosts with slower connection speeds may experience performance degradation.

MULTIPLAYER HOSTING OPTIONS

The host of a multiplayer game will be able to set several different options to determine how the game functions. Certain options disallow ranked games.

Server Name

The name you type here will appear on when others search for your server.

Server Message

This text will appear when others join the game.

Password

If you want to limit who can join your game, type the password they must know to join your game here.

Game type

Select from seven different game types.

Max players

Up to 8 players on consumer hosted games. Up to 32 players through Online capability.

Map rotation

Select which maps you wish to play in.

Respawn Delay

Set the respawn delay time.

Time limit

Set the time limit for each round.

Rank Range

Set the rank limits for the server.

Private Game

Set the host's privacy options.

Game speed (split screen only)

Adjust the speed of the game.

Points Score limit

Set the kill limit when appropriate

Allow friendly fire

Select whether players can hurt and kill teammates.

Online Game Modes

Deathmatch and Team Deathmatch

For Deathmatch, all players are competing against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, players work in teams to get the high score.

Capture the Flag

As part of either the red or blue team, your objective is to grab the other team's flag(s) and bring it to your team's flag bay. At the same time, you need to defend your own flag(s) from your opponents. Flags are represented by a flag symbol on the GPS map. The waypoint indicator will help guide you to the flags and back to your flag bay. If the player with the flag stays in the same place for too long his position will be revealed to his opponents via the GPS map, so stay on the move!

Flag Ball

Players on the red and blue teams must try to hunt down a single flag and place it in the opposing team's flag bay, similar to football. Once the flag has been scored, it will return to its starting point, typically in the center of the map. If the player with the flag stays in the same place for too long his position will be revealed to his opponents via the GPS map, so stay on the move!

Tag & Team Tag

In Tag games the goal is to hold the flag for a specified length of time before anyone else. In Team Tag you and your teammates' cumulative time must equal the goal time. If the player with the flag stays in the same place for too long his position will be revealed to his opponents via the GPS map, so stay on the move!

Team King of the Hill

In this game type, teams win by dominating the marked zone for a set duration of time. To dominate the zone, your team must have more players inside it than the opposing team. To take down your opponent's accrued time in the zone, completely eliminate their force from the zone.

Co-op Games

Campaign

Play a ten mission campaign with a friend in split-screen mode. As you progress, the completed missions will be unlocked in Instant Action.

Instant Action

Replay your favorite missions in three difficulty modes designed to test your ability.

Multiplayer Character Specializations

When playing Online or in Split-Screen mode, you will be able to choose a combat specialty for your character. Each specialty will give you advantages and allow the use of certain weapons or give you additional skills. You can switch your specialty and weapon loadout during a game by entering an armory and changing your selections.

Assault

This specialization is the heart and soul of any army. Skilled with grenades and assault weaponry, this soldier is ready to handle virtually any battle.

Medic

Medics are highly valued members of any military unit. In multiplayer games, Medics are able to save a character that has been shot and restore them to fighting form. They also can heal partially wounded characters back to full health.

When a player is shot, a Medic will see the injured character's friendly tag preceded with a countdown timer. If the Medic can reach that character and administer first aid before the timer expires, they can be saved. Medics cannot restore characters killed by headshots, suicide or fratricide.

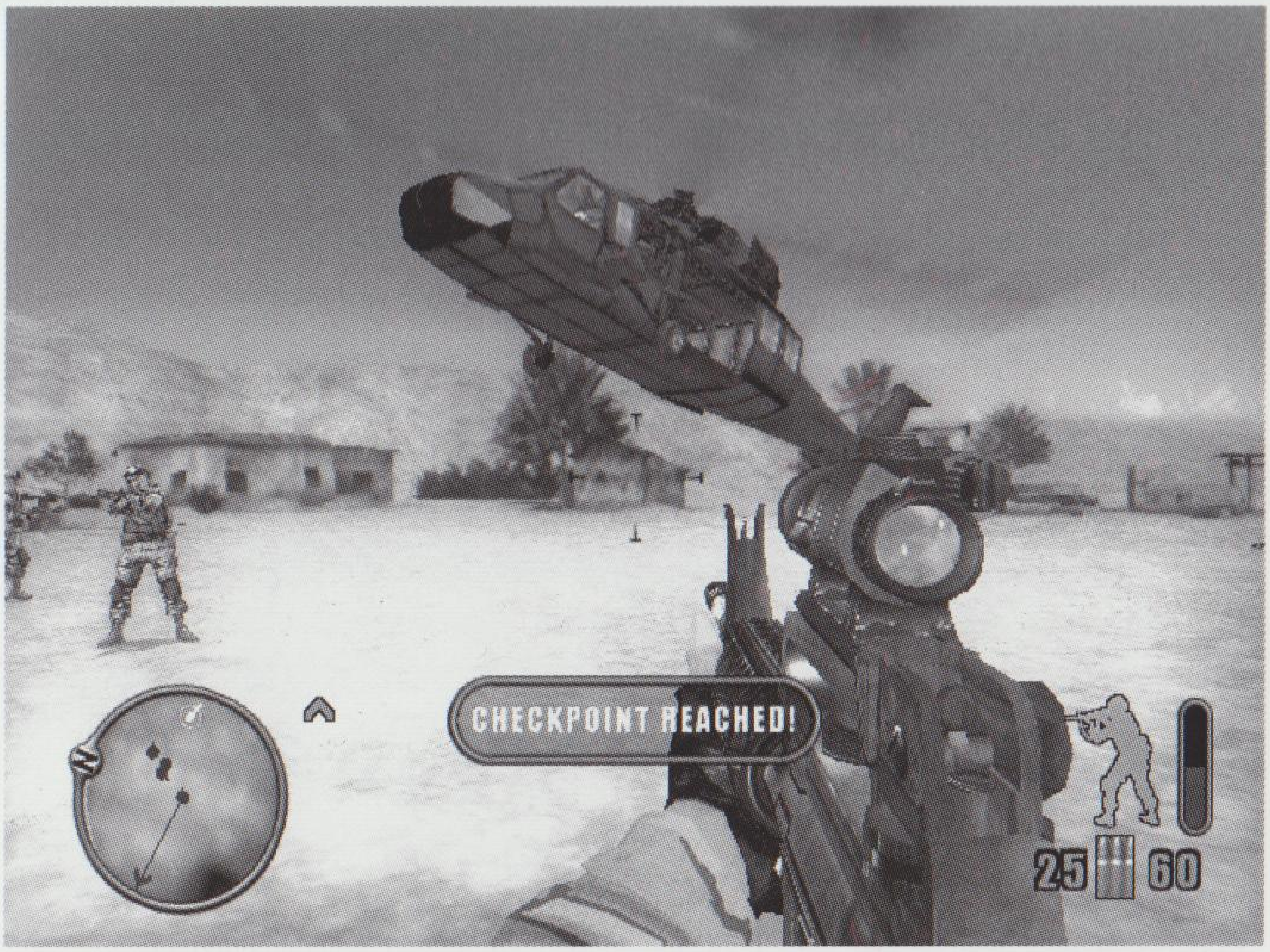
To administer first aid, select the Medic Pack from your inventory. Then, from a standstill at very close range, point your crosshairs at the injured character and press R1. If administered in time, the injured player will be able to respawn from that exact spot when they press ⊗.

Machine Gunner

Controlling a weapon with a fire rate of over 600 rounds per minute requires skill, training and muscle. Machine Gunners are the only soldiers able to handle the M249 SAW, M60E3, M240B.

Sniper

A professional sniper is trained to engage targets at great distances. They treat their guns with great care, and have them tuned to their personal specifications. Their preferred weapons are the M21, M24, Model 70, and M82 sniper rifles.



SAVING THE GAME
PROTECTING YOUR PROGRESS

SAVING CAMPAIGN PROGRESS

During a Campaign Mission, your progress will be automatically saved at checkpoints. You will see a message appear on-screen when a checkpoint has been reached.

If you die you will be able to continue from the last checkpoint reached. However, if you quit the mission or turn off your console you will have to begin from the beginning of that mission.

When playing the Campaign Missions in Split-Screen Co-Op, Player One will trigger the checkpoints. The number of checkpoints varies depending on the length of the mission and the skill level chosen.

When a mission is completed, your progess will be saved before loading the next mission if Auto-Save is ON. You can turn Auto-Save off in the Options Menu. Options are saved in the currently selected Profile. When you change any options in the Options Menu you will be asked whether you wish to save your changes.

The save file can contain up to 8 Profiles. All campaign and options data is saved independently to each Profile.

IN REMEMBRANCE

Between February and October of 1993, 31 U.S. Soldiers died while serving in Somalia. Task Force Ranger suffered 19 of those casualties and received over 25 posthumous medals including two Congressional Medals of Honor.

We list the names of all 31 of these fallen Soldiers to commemorate and honor their sacrifice. These Soldiers gave everything in service to their country and to the people of Somalia.

NON-HOSTILE CASUALTIES:
PV2 Conner, David - 02/08/93
PV2 Robertson, Don D. - 03/02/93
PV2 Harris, Daniel L. - 03/18/93
SPC Nicholson, Edward J. - 09/30/93

HOSTILE CASUALTIES:
SFC Deeks, Robert H. Jr. - 03/03/93
SPC Gutting, Mark E. - 08/08/93
SGT Hilgert, Christopher K. - 08/08/93
SPC Pearson, Keith D. - 08/08/93
SGT Richerson, Ronald N. - 08/08/93
PFC Anderson, Matthew K. - 09/25/93
SGT Richardson, Ferdinan C. - 09/25/93
SGT Williams, Eugene - 09/25/93
SSG Busch, Daniel D. - 10/03/93
SPC Cavaco, James M. - 10/03/93
SFC Fillmore, Earl R. Jr. - 10/03/93
MSG Gordon, Gary I. - 10/03/93
SGT Joyce, James C. - 10/03/93
PFC Kowalewski, Richard W. Jr. - 10/03/93
MSG Martin, Timothy L. - 10/03/93
SPC Pila, Dominick M. - 10/03/93
SGT Ruiz, Lorenzo M. - 10/03/93
SFC Shughart, Randall D. - 10/03/93
CPL Smith, James E. - 10/03/93
PFC Martin, James H. Jr. - 10/03/93
CW2Briley, Donovan L. - 10/03/93
SSG Cleveland, William D. Jr. - 10/03/93
SGT Field, Thomas J. - 10/03/93
CW4 Frank, Raymond A. - 10/03/93
CW3 Wolcott, Clifton, P. - 10/03/93
SGT Houston, Cornell L. - 10/04/93
SFC Rierson, Matthew L. - 10/06/93

Photo by Anton Berendsen

DONATING TO THE WARRIOR FOUNDATION

"Providing SOF Children With The College Education Their Fallen Parent Would Have Wanted For Them."

The Special Operations Warrior Foundation (SOWF) is a non-profit organization dedicated to providing college scholarships, based on need, and educational counseling to children surviving Special Operations personnel killed in the line of duty.

The SOWF was founded in 1980 after nine SOF soldiers died during the Iranian hostage rescue attempt. Those nine soldiers left behind seventeen children.

Today, Special Operations Forces units are deployed all over the world and are taking on more missions than ever. This means that the number of children needing assistance will most likely rise greatly in the near future.

Currently there are over 500 children who have lost a parent in SOF missions and are eligible for the program. By 2010 the expected outlay of money needed to pay for tuition will be $34 million dollars.

NovaLogic is pleased to be able to help the families of these fallen soldiers by donating a portion of the proceeds from Delta Force® - Black Hawk Down® sales to the Special Operations Warrior Foundation.

If you'd like to know more about the SOWF, or would like to make a donation, you can find them at **www.specialops.org**.

DELTA FORCE® - BLACK HAWK DOWN®

CREDITS

DEVELOPED FOR CONSOLE BY
Rebellion

CEO
Jason Kingsley

CTO
Chris Kingsley

HEAD OF PROGRAMMING
Kevin Floyer-Lea

PRODUCER
Aeron Guy

LEAD PROGRAMMER
Andy Weinkove

LEAD ONLINE PROGRAMMER
Mike Healey

PROGRAMMING TEAM
Kieran Donaldson
Olivier Renault
Ed Duerr
Neil Young
Martin Harris

ENGINE PROGRAMMERS
Richard Rice
Morgan Parry
Robert C. Dibley
Kim Randell

LEAD ARTIST
Tom Beesley

ART TEAM
Joe Gelder
Dan Meeuws

CHARACTER ARTIST
James Fraser

LEAD ANIMATOR
Mark Bradshaw

CHARACTER ANIMATION
Chris Bull

GAME DESIGNER
Aeron Guy

GAMEPLAY IMPLEMENTATION
Wayne Adams
Kevin Nolan

AUDIO
John Cleasby

QA MANAGER
Ian Tuttle

TESTING
Craig Garvey

MOTION CAPTURE BY AUDIO MOTION
Tim Doubleday
James Witt
Brian Mitchell
Mick Morris
Dave Carter

MOTION CAPTURE ACTORS:
Bob Spour

REBELLION WOULD LIKE TO THANK
Anthony Gregson
Matthew Clemson
Rupert Young the Tea boy
The Sniper Elite and Rogue Trooper teams

PUBLISHED BY
NovaLogic Inc.

EXECUTIVE PRODUCER
John A. Garcia

PRODUCER
Jordan Blackman

CO-PRODUCER
Joel Taubel

ASSOCIATE PRODUCER
Andy Kipling

PRODUCTION ASSISTANT
Natascha Thomas

NOVAWORLD MANAGER
Steve Merkel

NOVAWORLD SYSTEMS OPERATOR
Todd Dang

TECHNICAL DIRECTOR
Henrik Markarian

TECHNICAL ADVISORS
David Crain
Mark Davis
Kyle Freeman
Eric Milota

ADDITIONAL ART
Mark Pajarillo

MARKETING MANAGEMENT
Georgina Verdon

MARKETING
Michael Domaguing
Paul Donnelly
Anthony Newall

PR
Marcus Beer
David Halse

SALES MANAGEMENT
Dave Pollack
Paul Rebhan
Pierre Thiercelin

CREATIVE SERVICES MANAGER
Ulises Gerardo

WEB DEVELOPMENT MANAGER
Jonah Rudy

DELTA FORCE® - BLACK HAWK DOWN®

CREDITS

PRODUCTION MANAGEMENT
Silvana Greenfield
Lance Pifer

QA MANAGER
Sean Manzano

TESTING LEAD
Max Martin

TESTERS
Dan Bare
Mike Curran
Mike Harling
Aaron Justman
Matt Miller
John Ramirez
Greg Schiestl
Joshua Singer
Han Tsay
Tony White

TECHNICAL SUPPORT MANAGER
Sean Manzano

TECHNICAL SUPPORT
Mike Harling
Matt Miller
John Ramirez
Greg Schiestl
Han Tsay

ADDITIONAL VOICE OVER
Cast & Directed by
Bill Black

VOICE TALENT
Jack Aubree
Dak Babone
Bill Black
Jordan Blackman
Jackson Daniels
Peter Doyle
Freddy Jordaddy
Tony Oliver
Miles Stanley

Terry Stone
Chris Tamborino
Joel Taubel
Natascha Thomas

NOVALOGIC, INC. WOULD LIKE TO THANK
Lee Milligan
Saras Seth
Tom Mee
Gregg Southard
Yvonne Khouw
Vince McDermott
Glenn Kronick
Brent Houston
Chris Tamburrino
Russell Brower
Lee Van Arsdale
Ray Gentry
John Collett
Don Hubbard
Michael Plotts
Dale Sizemore
Steve Anderson

John Carney and
Dick Davis of the
Special Operations
Warrior Foundation

LOCALIZATION
Babel Media

DISTRIBUTION AND QA BY
Vivendi Universal
Games

QA SENIOR MANAGER
James "E.J." Galloway

ASSOCIATE BRAND MANAGER
Glenn Gregory

BRAND COORDINATOR
Kevin Vlaming

SENIOR ADMINISTRATIVE ASSISTANT
Anna Nakada

QA MANAGER
Jamie Saxon

QA PROJECT LEAD
Lina Hedgecoth

QA NETWORK ENGINEER
Eric Hoffmaster

QA TECHNICIANS
Stephen Yang
Terence Stephenson

QA RESOURCES MANAGER
Michael Gonzales

QA SUPERVISORS
Christopher Richardson
James Pasque

CONFIGURATION LAB MANAGER
Jaime Rios

PERSONNEL
Afolabi Akibola
Jason Perry
Chris Miller
Danny Koo
Ken Sato

VU TESTING STAFF
Jonathan Backer
Dan Bradley
William Colby
Jessica Eckstein
Robert Fleischacker
Douglas Jacobs
Matthew Jensen
Linda Quinlan
Jesse Vigil
Andrew Warwick
Calvin Wong
Hal Zabie

TECHNICAL REQUIREMENTS GROUP & PRODUCT CERTIFICATION TRG & VUPC

SENIOR MANAGER
Christopher Wilson

TRG SUPERVISORS
Ali Raza
Joe Olivas
Joaquin Meza

TRG TESTERS
Tom Craven
Mark Jihanian
Robert Gardner
Ryan French
Fausto Lorenzano
Lauren Kamieniecki
Jose Beltran
William Bagnell

VUPC TEAM
Brandon Valdez
Cyra Talton
Glenn Dphrepaulezz
Richard Benavides

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WARRANTY and PRODUCT SUPPORT

Limited Warranty For Your Game Software ("Game") Acquired in the UK or Europe

Warranty

NovaLogic Inc. ("NovaLogic") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

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Product Support Line: 0870 125 4000

If you need to speak to someone directly, our product support staff can be reached during normal business hours (Monday through Friday 9AM to 7PM), excluding holidays.

For a full and comprehensive list of technical/customer support details in your area please visit our website at www.novalogic.com

Customer Services Numbers

- **Australia** 1300 365 911

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Österreich** 0820 44 45 40

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Belgique/België/Belgien** 011 516 406

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- **Danmark** 70 12 70 13

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- **Suomi** 0600–411911

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- **France** 0820 31 32 33

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Deutschland** 01805 766 977

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- **Ελλάδα** 00 32 106 782 000

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- **Ireland** 0818 365065

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- **Italia** 199 116 266

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- **Malta** 23 436300

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- **Portugal** 707 23 23 10

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

- **España** 902 102 102

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

- **Sverige** 08 587 822 25

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- **UK** (network Gaming Only) 08702 42 22 99
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SLES-53299-ANZ

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